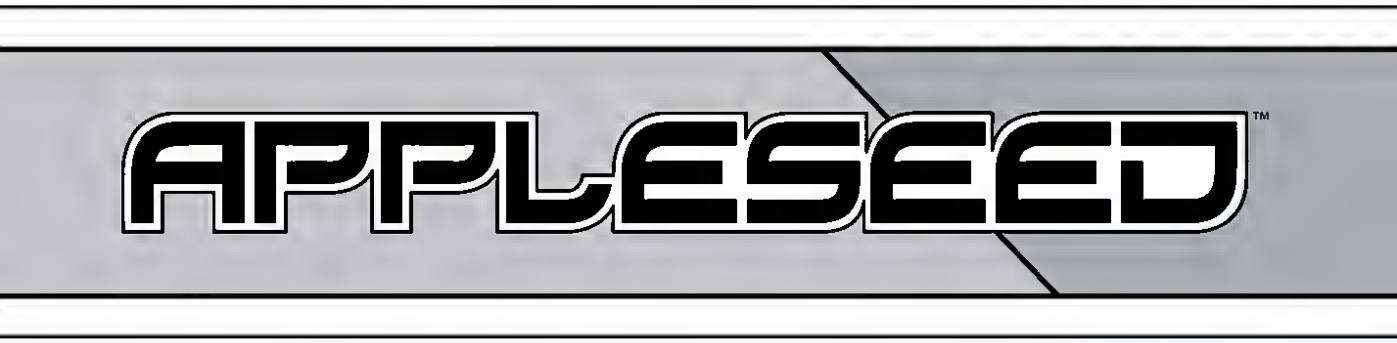
士郎正宗

ILLUSTRATION AND DATA

APPLESEED

SHIROW MASAMUNE


APPLESEED™

士郎正宗 ILLUSTRATION AND DATA

APPLESEED ID™

story and art by SHIROW MASAMUNE

translation by FREDERIK L. SCHODT, DANA LEWIS, and TOREN SMITH

lettering and retouch by TOM ORZECHOWSKI and SUSIE LEE [with SASQUATCH]

publisher MIKE RICHARDSON

collection editor CHRIS WARNER

series executive editor TOREN SMITH for STUDIO PROTEUS

designer TINA ALESSI

art director LIA RIBACCHI

APPLESEED™ ID
Original art and story © 2007 by Shirow Masamune and Seishinsha. New and adapted artwork and text © 2007 by Dark Horse Comics, Inc. Appleseed, its characters, and their distinctive likenesses TM and © 2007 by Shirow Masamune and Seishinsha. All rights reserved. Dark Horse Manga™ is a trademark of Dark Horse Comics, Inc. No portion of this publication may be reproduced or transmitted, in any form or by any means, without the express written permission of the copyright holders. Names, characters, places, and incidents featured in this publication are either the product of the author's imagination or are used fictitiously. Any resemblance to actual persons (living or dead), events, institutions, or locales, without satiric intent, is coincidental.

This volume includes material previously published in the Dark Horse publication *Appleseed Databook*.

Dark Horse Manga, a division of Dark Horse Comics, Inc | 10956 SE Main Street | Milwaukie, OR 97222
darkhorse.com | To find a comics shop in your area, call the Comic Shop Locator Service toll-free at 1-888-266-4226

First print edition: December 2007
Digital ISBN 978-1-63008-603-9

CONTENTS

007 COLOR ILLUSTRATION GALLERY

025 MAP OF APPLESEED

028 CHARACTERS

032 APPLESEED 26: CALLED GAME

081 COLOR ILLUSTRATION GALLERY 2

097 MONOCHROME ILLUSTRATION GALLERY

112 APPLESEED CHRONOLOGY

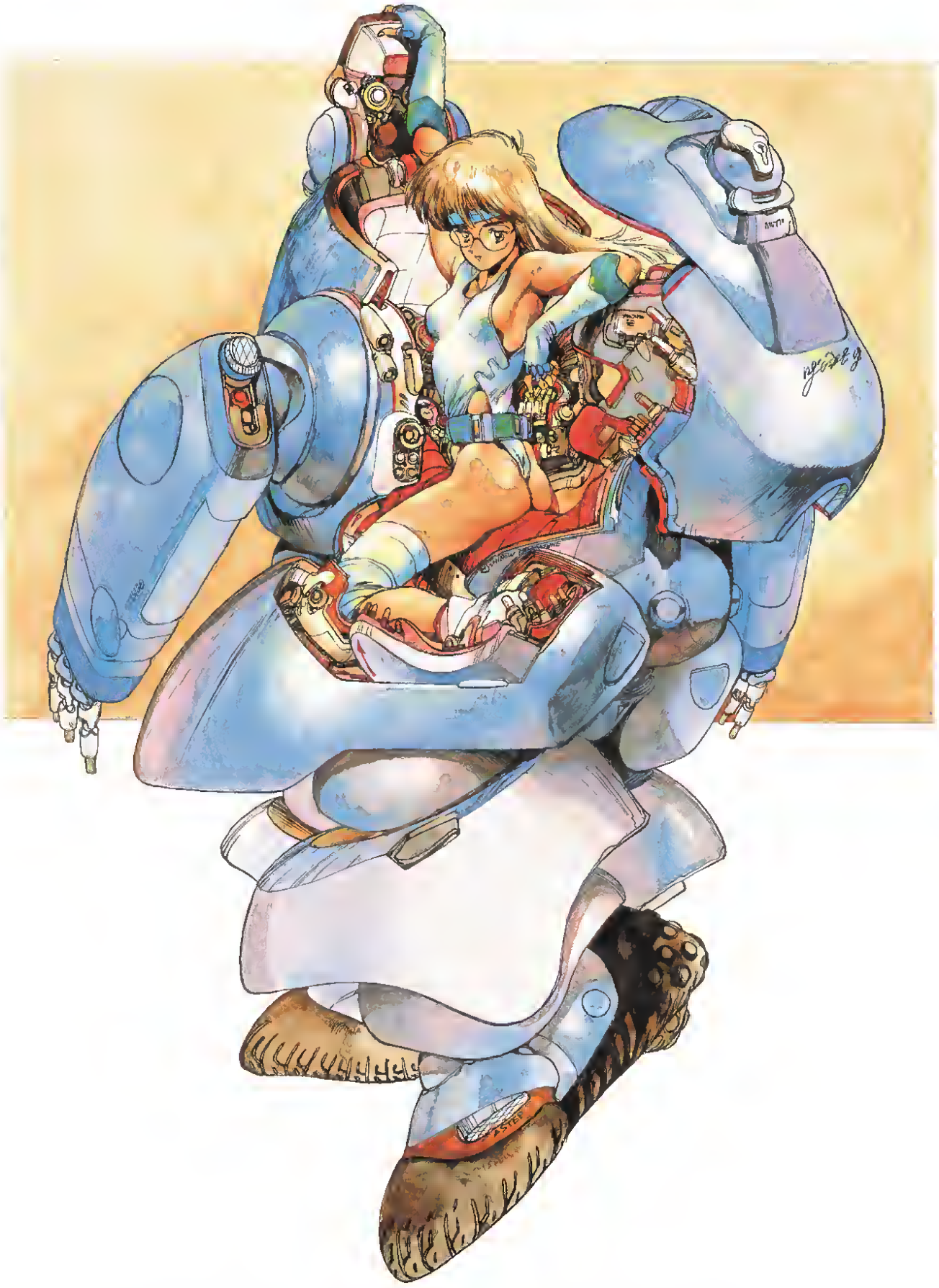
E.S.W.A.T
E.S.W.A.T

APPLESEED™

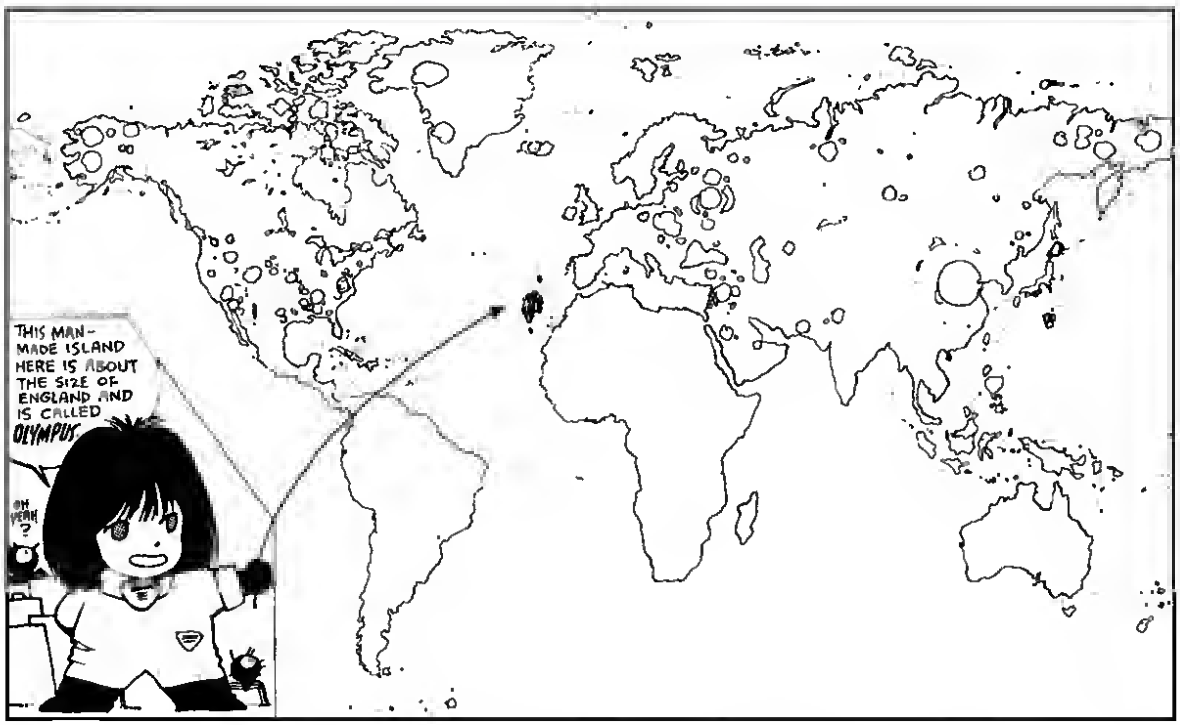
COLOR ILLUSTRATION GALLERY

APPLE SEED

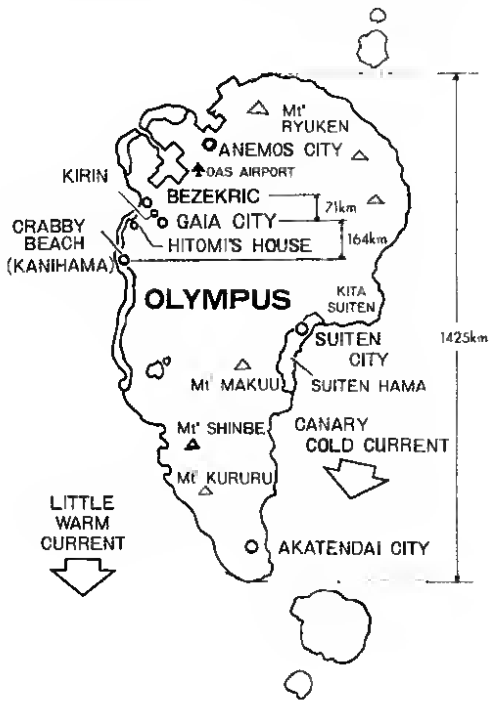
A-V SYSTEM
POLICE



SHADOW
FASHION!
OLYMPUS
POLICE
S.W.A.T



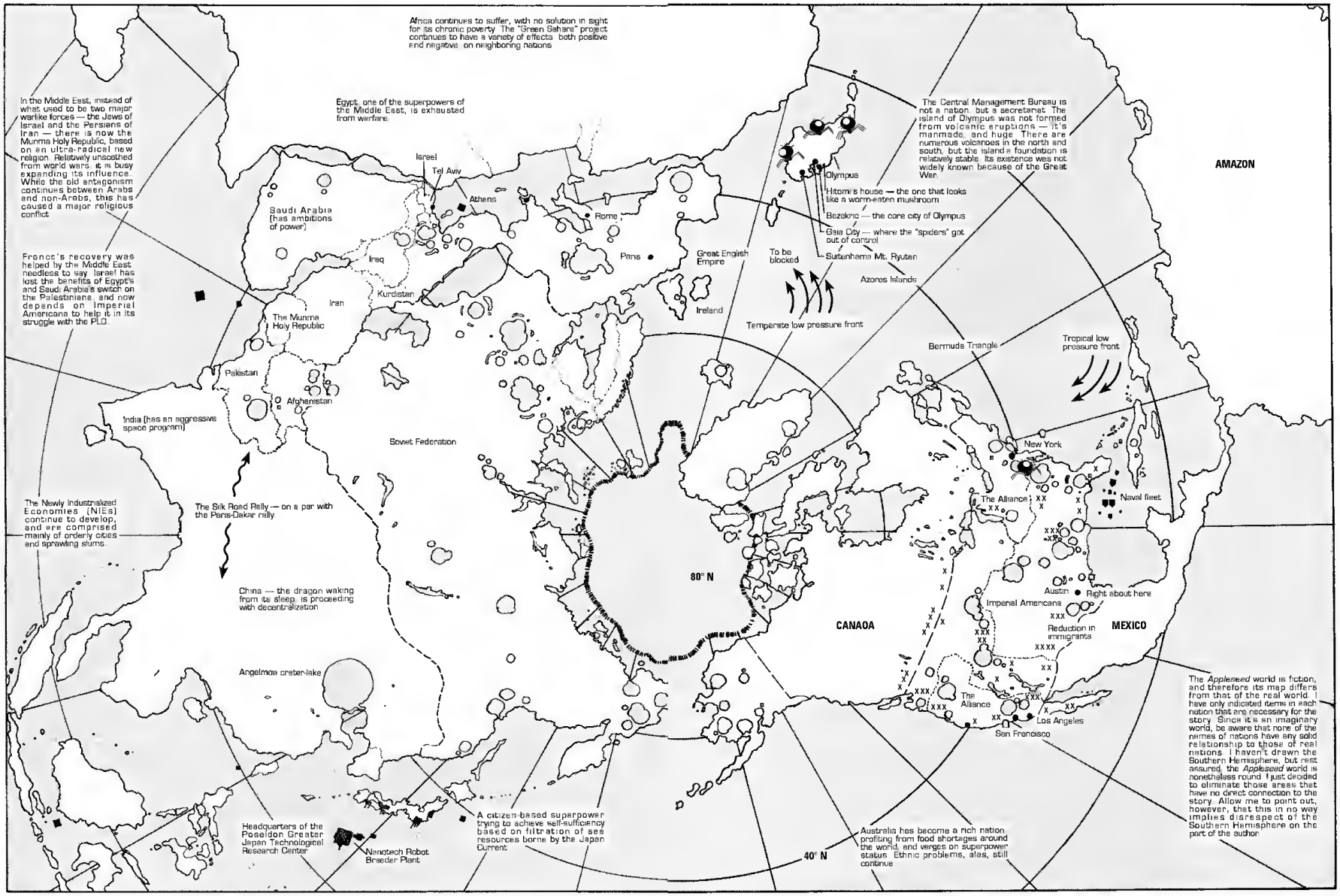
To tell you the truth, it doesn't really matter where Olympus is on Earth as long as it's Olympus. But since there would undoubtedly be a few *problems* involved in placing a new nation in territory already owned by someone else, I decided to put it somewhere between the Azores and the Canary Islands. I'm really not certain what the climate and so forth would be like, as this story takes place after a major war, and there must have been a lot of climatic changes around the world as a result. The massive crater you can see in China is the result of a giant meteor that struck the Earth in 1999; most of the other craters on the Earth's surface have turned into lakes. The lake bottoms are covered with a layer of radiation-absorbing nanomachines. I know some people might question the ability of anything to absorb radiation, but in this case I can only reply that this is science fiction, after all (perhaps only fiction, for that matter). In other words, it's best that you don't ask.



I decided not to render the southern hemisphere in much detail. The environment in the southern hemisphere was heavily damaged by the war in the north, and it still suffers heavily from droughts and so forth. It has been very slow to recover as a result. It's supported largely by Asia.

Among nations in southern Africa and Central America, power struggles have intensified with wars and the appearance of military forces. There is as of yet, however, no single dominating power in the region. The Republic of South Africa I won't get into here. Several nations in these areas have successfully made the transition to democracy, but struggle under the twin burdens of pollution and material shortages.

MAP OF THE APPLESEED WORLD


Africa continues to suffer, with no solution in sight for its chronic poverty. The "Green Sahara" project continues to have a variety of effects, both positive and negative, on neighboring nations.
In the Middle East, instead of what used to be two major warlike forces — the Jews of Israel and the Persians of Iran — there is now the Munma Holy Republic, based on an ultra-radical new religion. Relatively unscathed from world wars, it is busy expanding its influence. While the old antagonism continues between Arabs and non-Arabs, this has caused a major religious conflict.
Egypt, one of the superpowers of the Middle East, is exhausted from warfare.
The Central Management Bureau is not a nation, but a secretariat. The island of Olympus was not formed from volcanic eruptions — it's manmade, and huge. There are numerous volcanoes in the north and south, but the island's foundation is relatively stable. Its existence was not widely known because of the Great War.
AMAZON
Israel
Tel Aviv
Athens
Olympus
Hitomi's house — the one that looks like a worm-eaten mushroom
Bezeknic — the core city of Olympus
Gaia City — where the "spiders" got out of control
Saudi Arabia (has ambitions of power)
Rome
Paris
Great English Empire
To be blocked
Sutanhama Mt. Ryuten
Azores Islands
Iraq
Kurdistan
Iran
Ireland
France's recovery was helped by the Middle East; needless to say, Israel has lost the benefits of Egypt's and Saudi Arabia's switch on the Palestinians, and now depends on Imperial Americana to help it in its struggle with the PLO.
The Munma Holy Republic
Temperate low pressure front
Bermuda Triangle
Tropical low pressure front
Pakistan
Afghanistan
India (has an aggressive space program)
Soviet Federation
New York
The Alliance
Naval fleet
The Newly Industrialized Economies (NIEs) continue to develop, and are comprised mainly of orderly cities and sprawling slums.
The Silk Road Rally — on a par with the Paris-Dakar rally.
80° N
Austin
Right about here
Imperial Americans
CANAOA
MEXICO
Reduction in immigrants
China — the dragon waking from its sleep, is proceeding with decentralization.
Angelmoa crater-lake
The Alliance
Los Angeles
San Francisco
The Appleseed world is fiction, and therefore its map differs from that of the real world. I have only indicated items in each nation that are necessary for the story. Since it is an imaginary world, be aware that none of the names of nations have any solid relationship to those of real nations. I haven't drawn the Southern Hemisphere, but rest assured, the Appleseed world is nonetheless round. I just decided to eliminate those areas that have no direct connection to the story. Allow me to point out, however, that this in no way implies disrespect of the Southern Hemisphere on the part of the author.
Headquarters of the Poseidon Greater Japan Technological Research Center
Nanotech Robot Breeder Plant
A citizen-based superpower trying to achieve self-sufficiency based on filtration of sea resources borne by the Japan Current.
40° N
Australia has become a rich nation, profiting from food shortages around the world, and verges on superpower status. Ethnic problems, alas, still continue.

MINISTRY OF JUSTICE

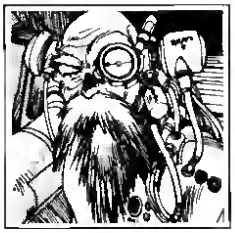
Agency head

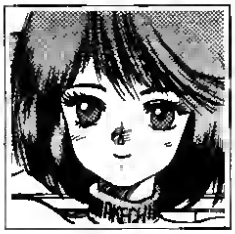
Arugess

Brontes

LEGISLATURE

Legislature Elder


Legislature Elder


Hitomi

ADMINISTRATION

Athena

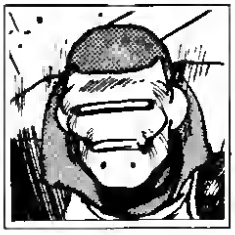
Nike

Ares

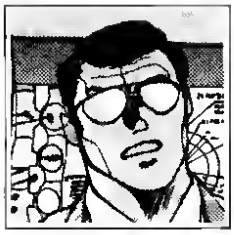
Man from Special Investigative Unit

Member of Air Police

Olympus Police


Kotus

ESWAT 1


Colonel

Lance

A commander

MINISTRY OF JUSTICE | I couldn't finalize Strepos, the third FBI commander, so I omitted him here.

LEGISLATURE | There are seven elders, but here I only introduce the two who would probably be Hitomi's direct superiors.

ESWAT 1 | I know there was a commander of higher rank than Lance, but I don't know his name or anything else about him.

ESWAT 2 | A9's name is unclear. Technically speaking, A9 and the Fangs are not regular members of ESWAT, but in charge of equipment. Helmun is wounded in Volume 3 and is unconfirmed in Volume 4. Doric is a pseudonym used by Yoshino in ESWAT. ESWAT unit member 1 is the commander of the sub-unit that Deunan was in during the Benandanti Operation. Members 2 and 3 were also in the same unit. Both appear in volume 4. Members 4 and 5 attended the briefing held in Volume 3 and were communications personnel in Volume 4. Members 5, 6, and 7 appear in Volumes 3 and 4.

RESIDENTS OF OLYMPUS

Yoshitsune

Artemis

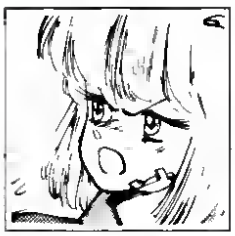
Artemis' brat

Matthew

Nurse

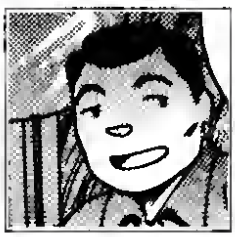
Man from Akechi Motors

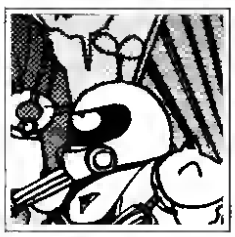
Chiffon


Masha Gavilov the Third

Meranpous

Megaera

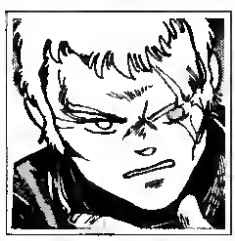

Bartender


Hagane Kotetsu

Norimochi

Kinako

MISCELLANEOUS CHARACTERS 1


Bernd

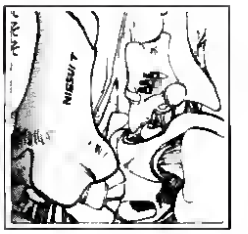
Yoshino

RESIDENTS OF OLYMPUS | Artemis has three children. (Artemis is the one in front of the refrigerator holding the Tupperware.) The nurse appears in Volume 2. The bartender has contact with Sokaku at the end of Volume 4, and is apparently involved with the English. Hagane Kotetsu is modeled after an assistant of Shirow Masamune.

MISCELLANEOUS CHARACTERS 1 | Bernd is secretly sent to Olympus by the Urban Planning Group and is currently working at the FBI as Arugess. Yoshino is currently working at Poseidon, but little is known about her.

MISCELLANEOUS CHARACTERS 2

Solak



Nisui Temmu + Roku Jimmu

Kinko Ganz + Zono Jimmu

Assistant Director of Imperial Navy's Special Agency

Senator Boyle

Kainus

Slade

?

The Major

Mercenary group 1

Mercenary group 2

Panheimer

Panheimer's partner

Munma cyborg 1

Munma cyborg 2

GUESTS

Sybel

Buaku

Crolis

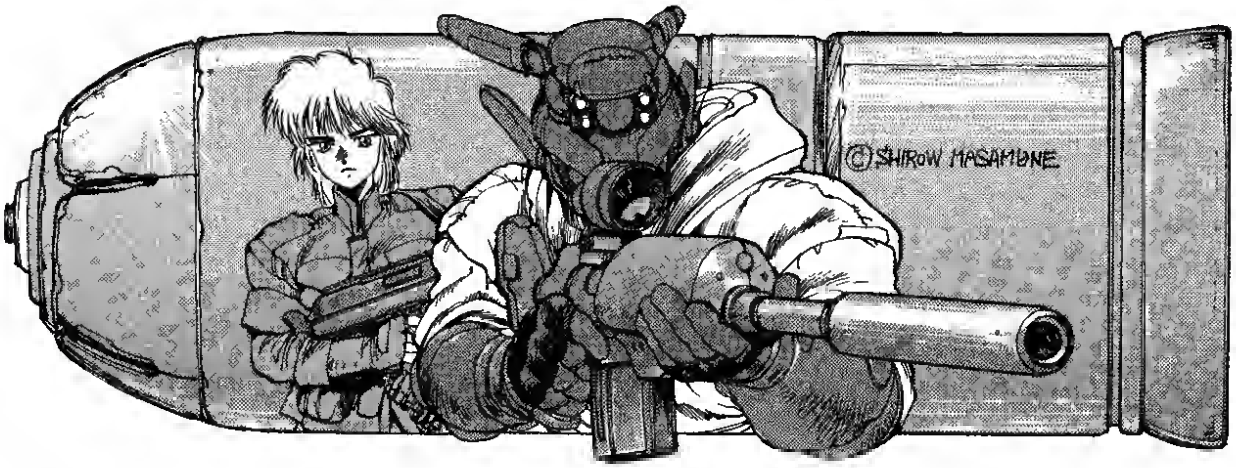
MISCELLANEOUS CHARACTERS 2 | Sokaku and his pals are currently staying in Olympus. The Assistant Director of the Imperial Americana Navy's Special Agency will apparently be released from Olympus (Volume 4). The Mystery Man is linked to Israel, and is on the run. The Major has been arrested and is being confined (Volume 4). Three members of the Mercenary Group were incarcerated and the remaining six are apparently dead. Panheimer and his pals are dead. Both the cyborg with ears from Munma and his pals are dead.

GUESTS | Sybel appears in Volume 4 with friend Leaky. Buaku appears in Volume 4. Crolis appears in Volume 2.

アップルシード

APPLESEED SHORT STORY

26.CALLED GAME



26.CALLED GAME

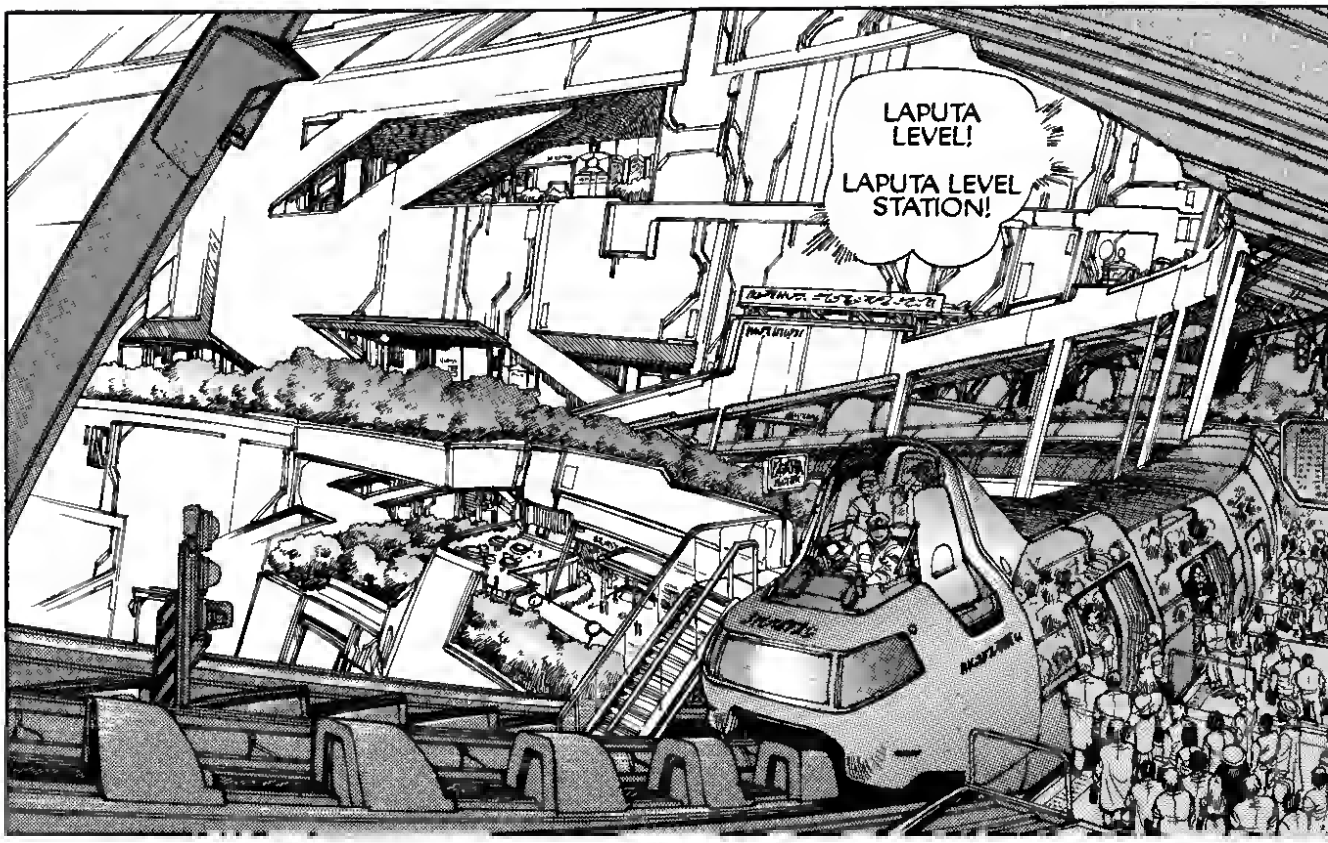
SHIROW MASAMUNE
士郎正宗

CALLED GAME

APPLE SEED4 NO.26

*SIGN: 40th MOTOR SPORTS FESTIVAL

SHIROW MASAMUNE© 1989.9.9



*FX: RMBB RMBB

*FX: KSSHA BEEEP

*FX VNNNN
IT DIDN'T USED TO BE LIKE THIS.
*FX KSSHAA
*FX SKREEEE
COUNCIL CENTRAL BLOC STATION, COUNCIL CENTRAL BLOC!
PARUTA
NAKATUNA
*FX RMBBRMBBRMBB
*FX (crowd noise)

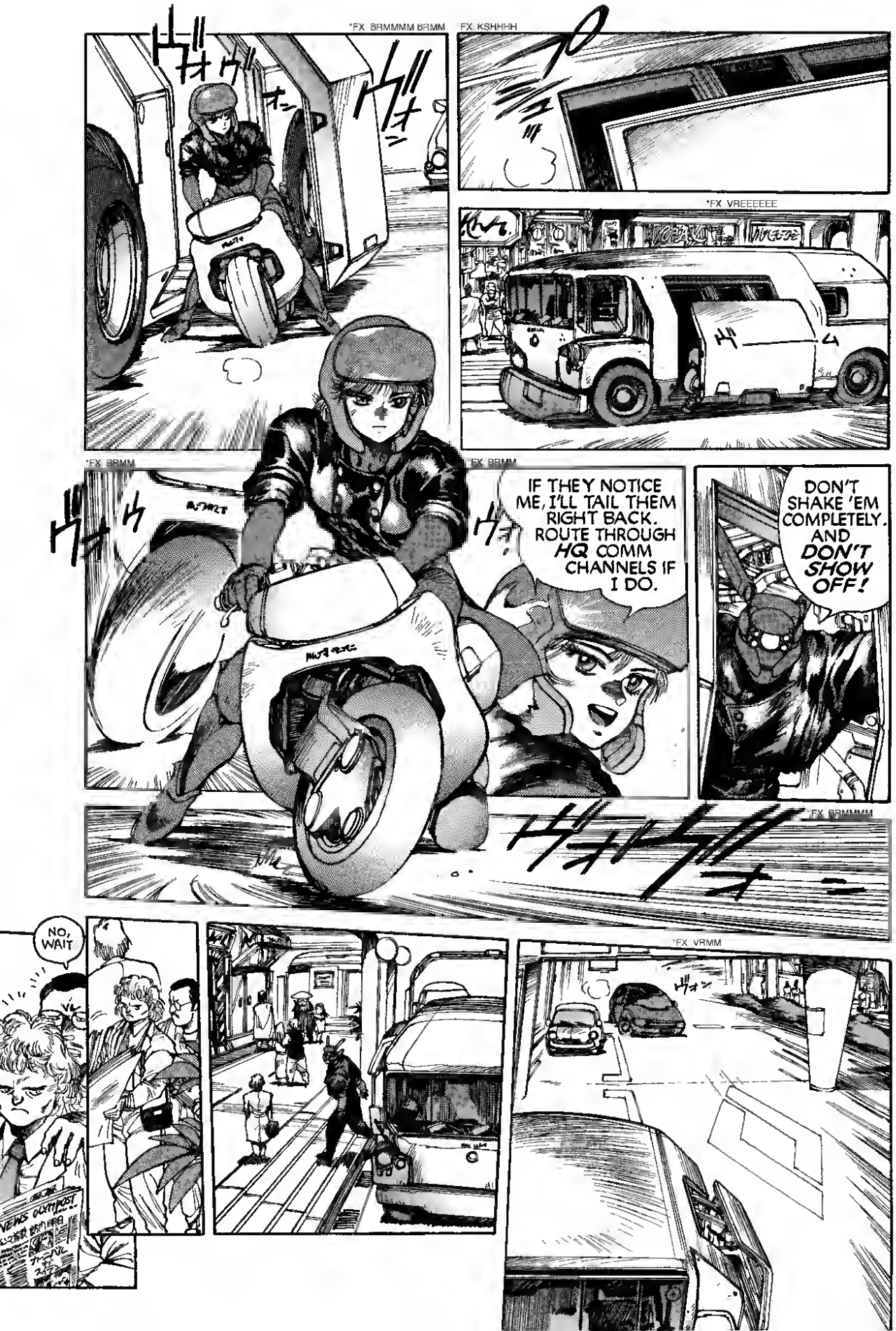
*sign: FIRST BLOCK
*FX: TAP TAP TAP
*FX: VREE CHIK CHIK CHIK
*FX: BEEP
OH, HI! GOOD MORNING!
HI, HITOMI!
STUN GUN
WELL, YEAH.. SORTA
WHAT HAPPENED TO YOUR LEG?! ACCIDENT?
VVMMM
CHINK
DON'T YOU JUST HATE THAT?
I GOT IT CHEAP AT THE KOROBASE BARGAIN SALE, THAT TWO-HOUR THING? BUT IT GOT ALL SCRUNCHED ON THE TRAIN.
THAT BLOUSE IS JUST TOO CUTE. WHERE'D YOU FIND IT?
I CAN'T STAND THE MIDON LINE.
IT'S ALL THOSE IMMIGRANTS THEY'RE LETTING IN. ENOUGH IS ENOUGH ALREADY!
YOU CAN SAY THAT AGAIN.
LASER SCAN
*FX: HMMMMM

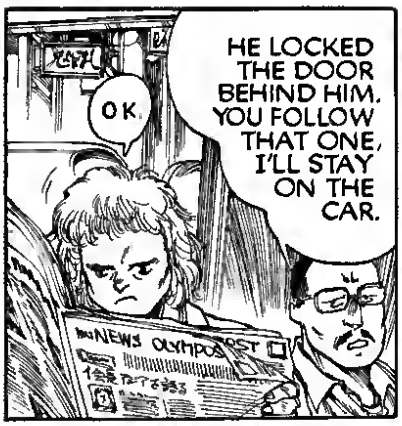
Refers of course to the ongoing negotiations on trade imbalance rectification between Poseidon and the Lumina C.P.L. Of course, Olympus is mediating the dispute, not interfering in internal affairs.
YES, SIR.
HITOMI, COULD YOU TRANSMIT THE DRAFT FOR THE 242ND LUMINA CO-PROSPERITY LEAGUE CONFERENCE TO WORD PROCESSING?
YOU'RE JUST SETTING YOURSELVES UP FOR ANOTHER TERRORIST ATTACK.
AFTER THAT, COULD YOU TRANSMIT THE INTERNATIONAL LAW DEPARTMENT'S FILE 9644 AND LINKED STATISTICAL PACKET J-42 OVER TO EDITORIAL FOR PUBLIC RELEASE?
WELL, THE IMPACT IS FAR-RANGING. CAN'T BE HELPED.
I JUST GOT HERE. AND BESIDES, ME WITH A TOOL-BOX ?
NOT ME!
HITOMI, DEAR! DID YOU LEAVE A TOOLBOX ON MY CONSOLE ?
MAYBE. MAYBE VERY WRONG.
IS SOME-THING WRONG ?

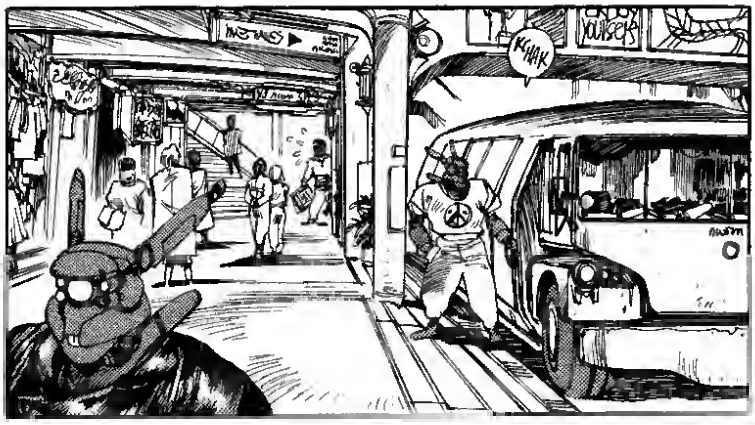
SO?
WAY IT WAS RIGGED, YOU PICK UP THE BOX, TWO SECONDS LATER IT BLOWS THE WHOLE FLOOR AWAY.
WE DISARMED THE BOMB. THE EXPLOSIVE WAS TYPE 1B42, STANDARD COP STUFF.
IN THIS DISTRICT ?
HUMAN ?
SCANNED HER FILES, TURNS OUT SHE'S HUMAN. SO I CALLED IN MY BIG BROTHER AT ESWAT.
ONLY PERSON IN HERE AT THE RIGHT TIME WAS A SECRETARY NAMED MARY BUTLER.
BRIAREOS !
HEY, THESE DAYS THEY'RE ALL OVER THE PLACE.

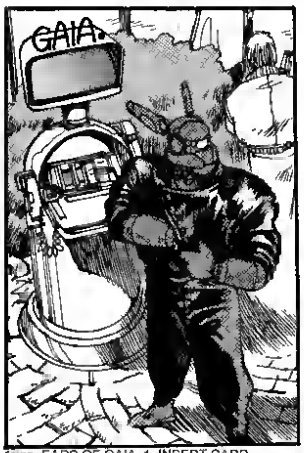
What she means is have Gaia switch the Kotus to external input mode and run him remote
NAW, LET'S JUST GO THERE. WE'LL SCOPE IT OUT FIRST.
WANT TO USE THE NEAREST KOTUS ?
GAIA'S PUBLIC ORDER SURVEILLANCE SYSTEMS FOUND MARY. LAPUTA LEVEL, BLUE SECTOR.
JUST BE GLAD THEY DON'T CANCEL IT.
OUR VACATION KEEPS GETTING PUT OFF ...
GUESS IT BUGS HIM HAVING US AROUND.
"THEY'RE ALL OVER THE PLACE." DID YOU HEAR THAT ?
SKREEK
LAPUTA FLOOR BLUE
WAKE UP GIRL. WE'RE HERE.
ALREADY ? SHIT.
ENJOY YOURSELF

PRO-GRAM RUN, OVER.
NOT A BAD IDEA ...
IT FIGURES
ZIP IT, YOU IDIOT! WHAT IF HQ'S GOT THE TRUCK BUGGED? IT'S SPOT AUDIT TIME, YOU KNOW. NOT THAT WE'VE REALLY GONE OVERBOARD ON ANYTHING EXCEPT THAT WINE...
MORE OF THOSE "NECESSARY" EXPENSES, EH?
YUP, THAT'S ME OLD DAD ON THE LEFT--RIIIGHT! FIBERGLASS REMOTE UNITS. HAD 'EM RUN UP ON MY EXPENSES.
WHO ARE THEY, YOUR MOM & DAD?
HEY, HEY, HEY! WHAT'S UP?
MAKE SURE THE SHARKS DON'T GOBBLE YOU, BAIT GIRL.
OH, COOL! SO I GET TO PLAY BAIT? CALL ME WHEN YOU NAIL MARY.
BUT WHY THE OLD ROBOT-DOUBLE TRICK?
BEEN ON US SINCE WE PULLED OUT OF CENTRAL, THREE CARS BACK ALL THE WAY.
FROM THE SUSPENSION SAG, I'D SAY THERE'S THREE ON BOARD.
BECAUSE WE'RE BEING TAILED, EINSTEIN.


*FX BRMMMM BRMM
FX KSHHHH
*FX VREEEEEE
*FX BRMM
*FX BRMM
IF THEY NOTICE ME, I'LL TAIL THEM RIGHT BACK. ROUTE THROUGH HQ COMM CHANNELS IF I DO.
DON'T SHAKE 'EM COMPLETELY. AND DON'T SHOW OFF!
*FX BRMMMM
NO, WAIT
*FX VRMM

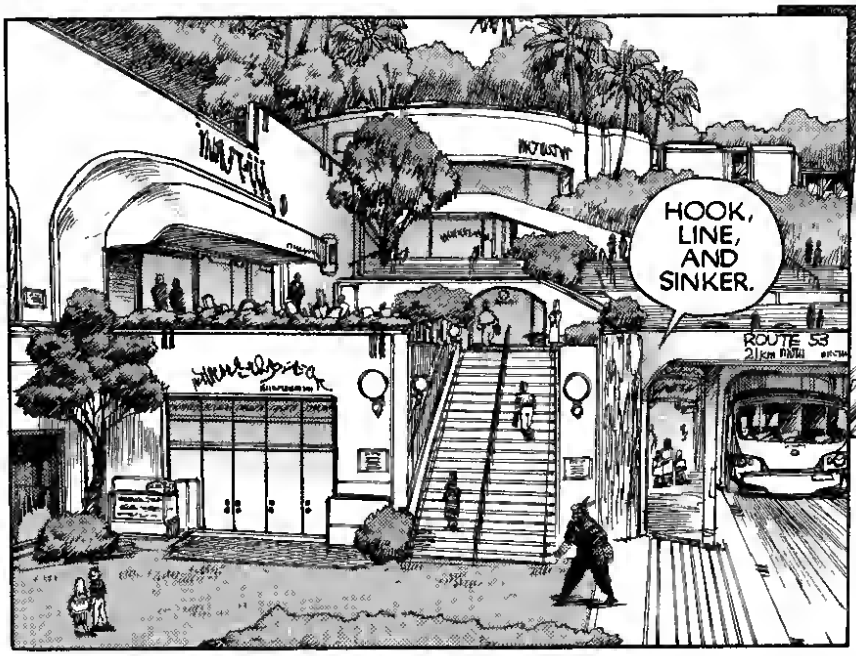


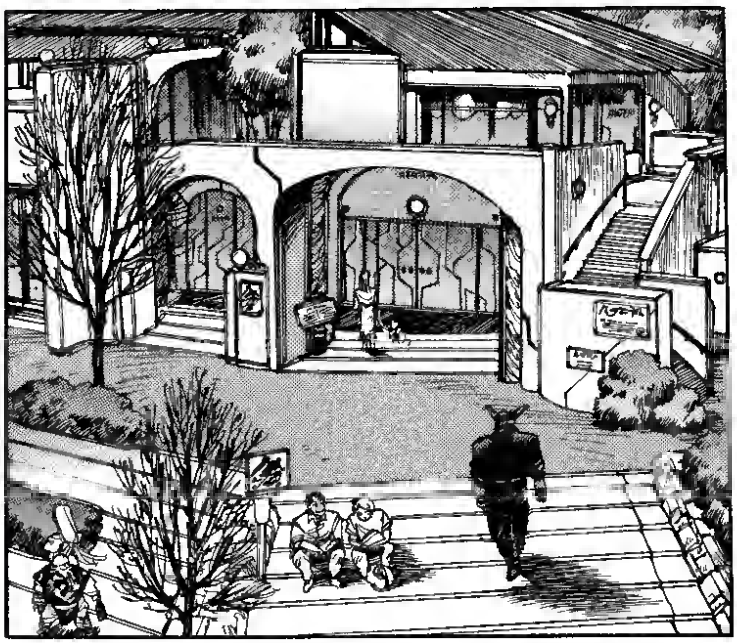


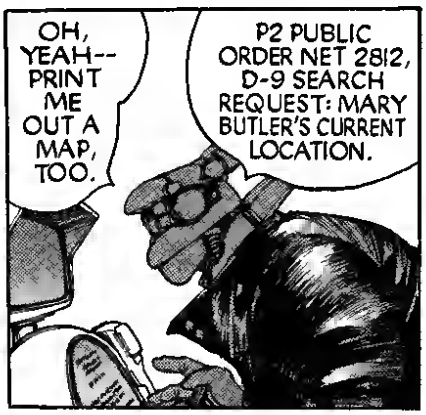


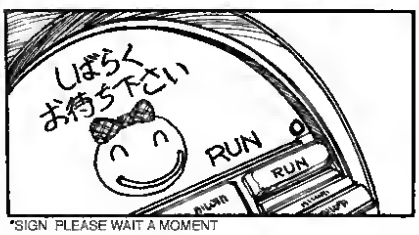
*sign EARS OF GAIA. 1. INSERT CARD 2. SELECT MENU

*FX BEEP





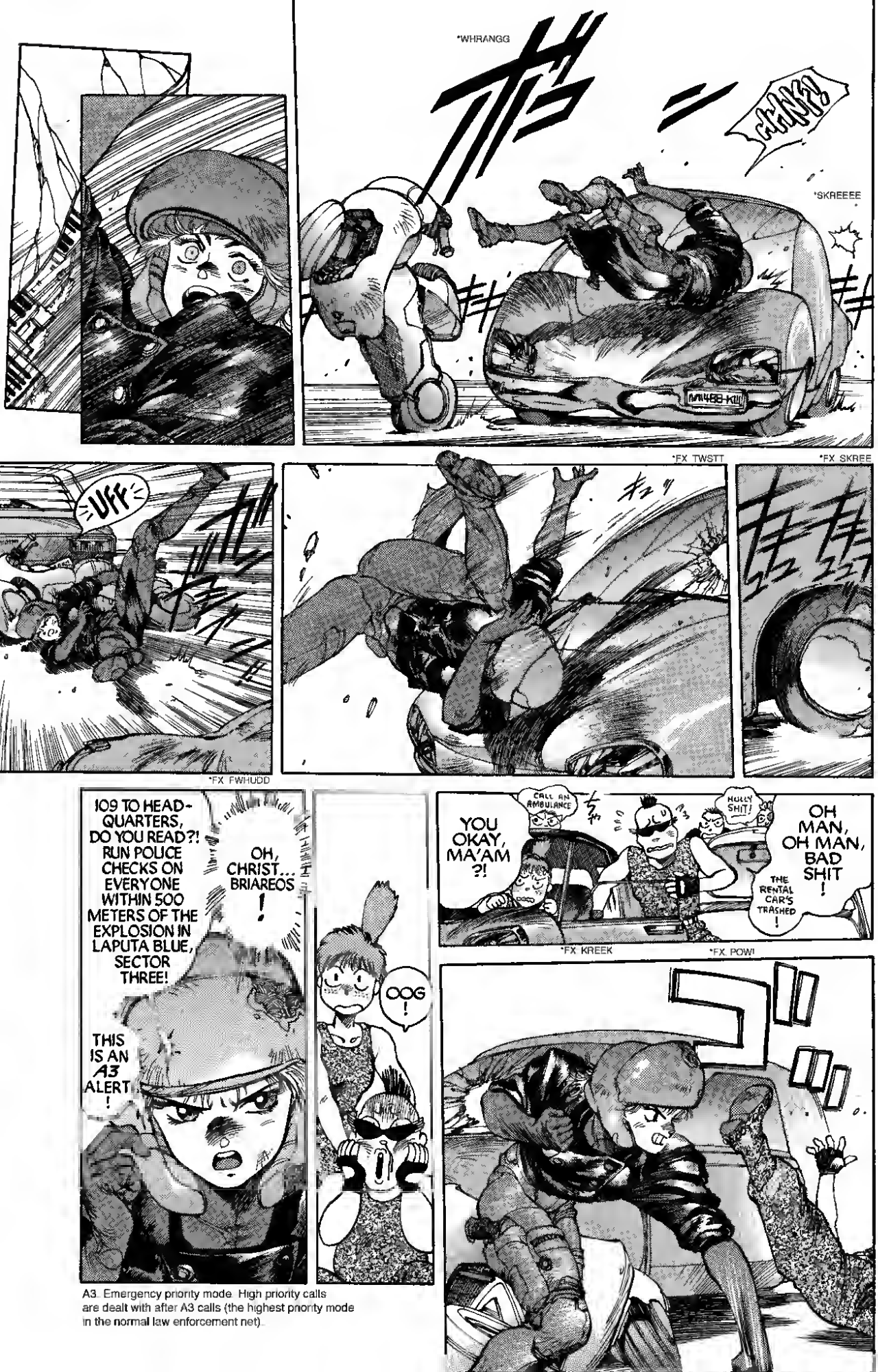




*SIGN PLEASE WAIT A MOMENT

*FX SCRAPE
!
YO, MARY. SOMETHING ON YOUR MIND?
*FX WHAM
EVERY-BODY DOWN!!!
*FX KWOOSH
?!
!
YOU'RE MY CONTACT ...?
NO. ESWAT. NEED A WORD WITH YOU.
BOING!

*FX WHOOM
*FX FWHD
*FX SKRAKK
*FX WHOOM
*FX SKREEEEEE
*FX WHOOM
WHA-?!
*SKREEE
The brakes didn't lock up because they're anti-lock brakes.


*WHRANGG
*SKREEEE
*FX TWSTT
*FX SKREE
UFF
*FX FWHUDD
109 TO HEAD-QUARTERS, DO YOU READ?! RUN POLICE CHECKS ON EVERYONE WITHIN 500 METERS OF THE EXPLOSION IN LAPUTA BLUE, SECTOR THREE!
OH, CHRIST... BRIAREOS !
THIS IS AN A3 ALERT !
OOG !
CALL AN AMBULANCE
YOU OKAY, MA'AM ?!
HOLLY SHIT!
OH MAN, OH MAN, BAD SHIT !
THE RENTAL CAR'S TRASHED !
*FX KREEK
*FX POW!

A3. Emergency priority mode. High priority calls are dealt with after A3 calls (the highest priority mode in the normal law enforcement net).

*FX: SNAK
*FX: WHNCH
WHEW
URR
KOFF
*FX: KCCH KNCH WHNK FMP WHDD SKK SKK
EEEK!
UUHH
AAH
OHH
LAUNCH SITE LOOKED LIKE THE CHURCH ON THE WEST BOUNDARY OF EIGHT. PLEASE SCAN ON PUBLIC ORDER SURVEILLANCE, AND ISSUE AN R2 PRONTO! 1
113 TO HEADQUARTERS. I'M AT THE A3 TERRORIST BOMBING SITE IN LAPUTA BLUE. SOMEONE FIRED A RIFLE GRENADE FROM SECTOR EIGHT.
LIGHT INJURIES ONLY. YOU'LL BE OKAY.
KOFF-KOFF
(I.E., No major bleeding, still breathing, responds to bright light, steady pulse.)
WHO THE FUCK WAS THAT ASS-HOLE ?!
CHRIST! IT'S A GODDAMN SLAUGHTER-HOUSE IN HERE.
CASUALTIES, THIRTY. TEN-PERCENT BURNS, TWO. MOSTLY FIRST DEGREE. 2
GOD ...
MINAKO!!

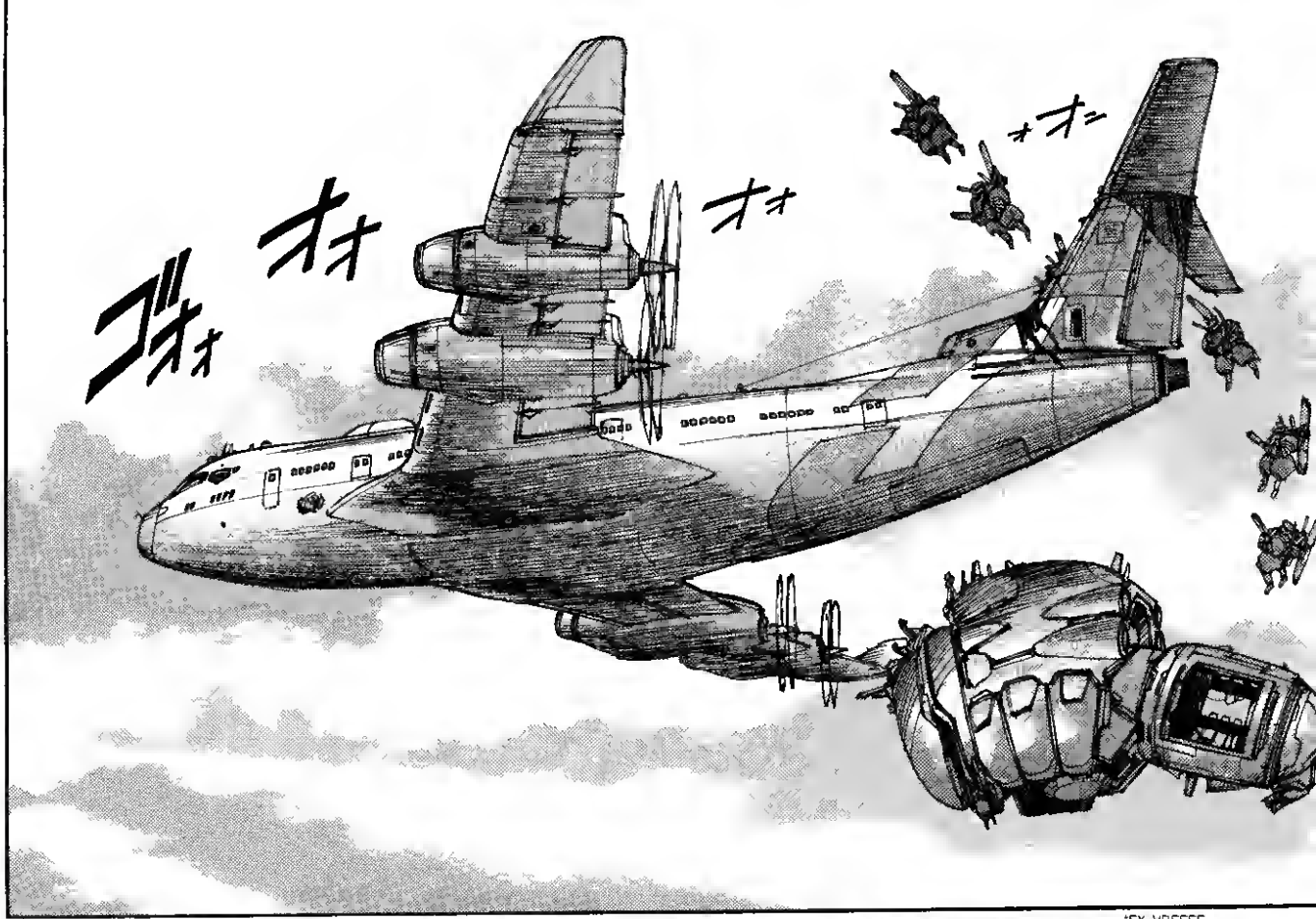
1) **R2.** Rescue level two. Level one requires a cyborg surgery van. Usually you get by with R2. Same as with the *Samu de Paris*--they bring in a mobile **ICU** and medical staff.

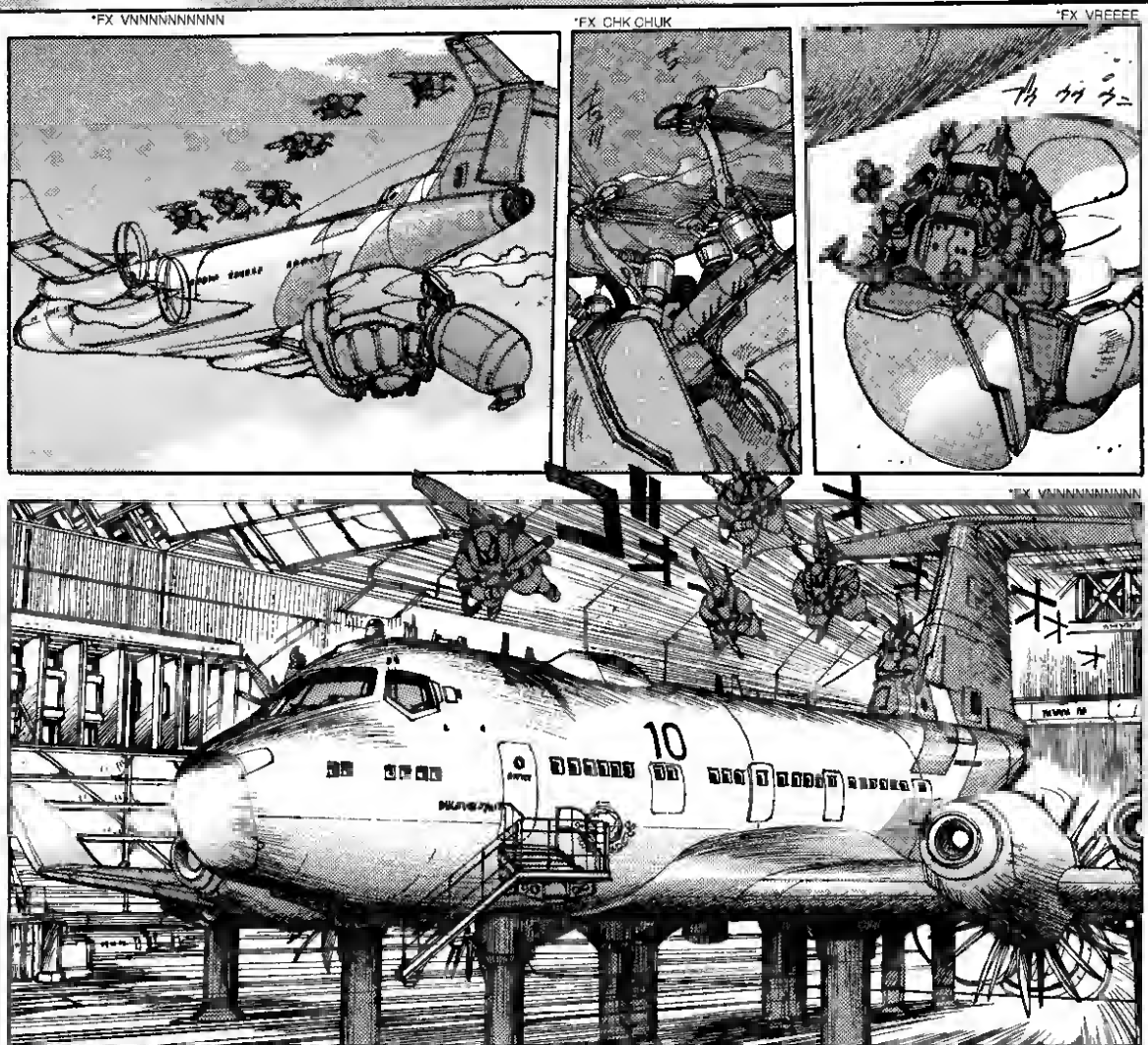
2) He's holding his head up to keep the throat open. At times like this it's bad news to shake somebody or get them on their feet.

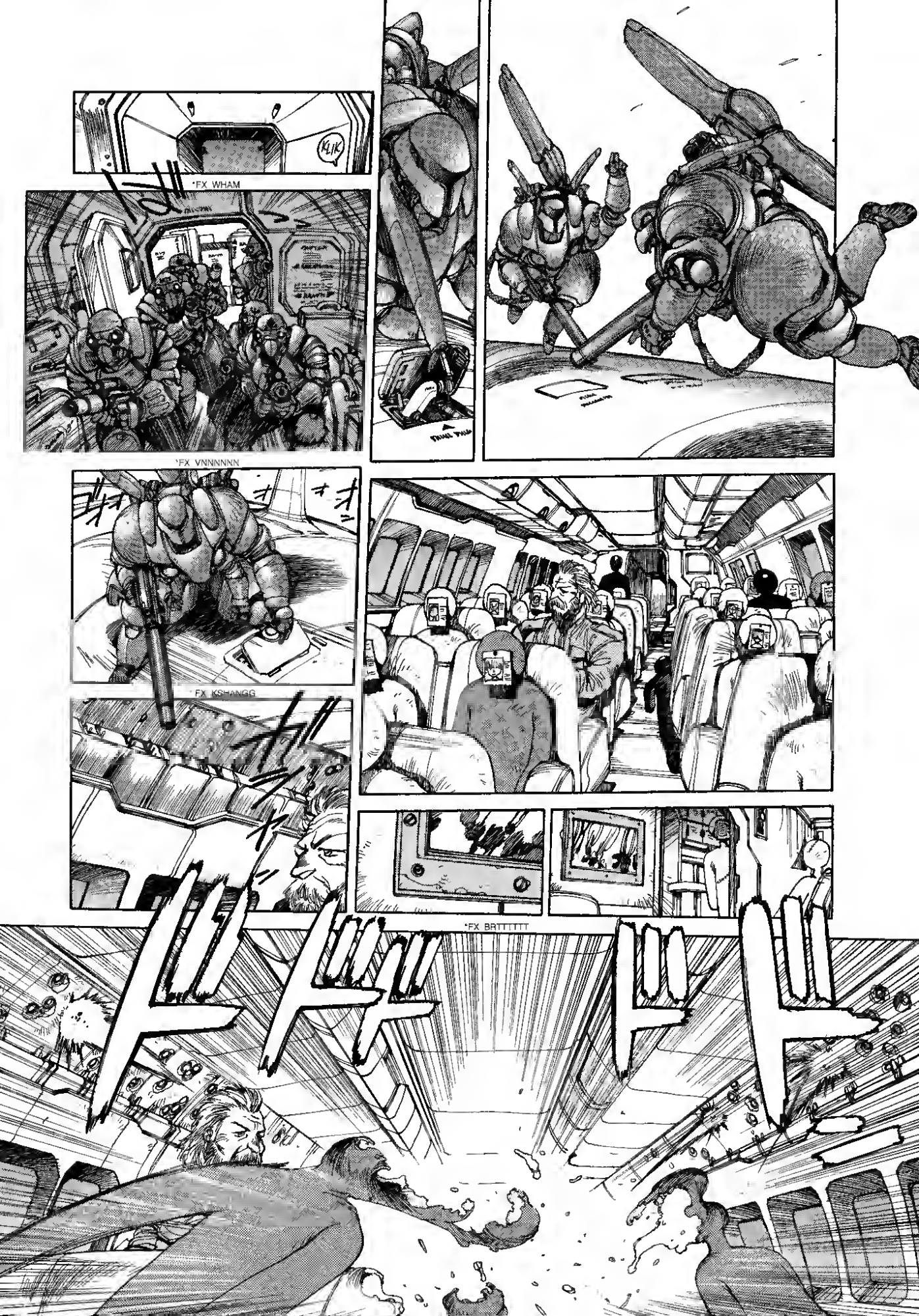
*FX BRMM
*FX TWIST TWIST
THE ESWAT GEAR'S TOUGHER THAN HIS BUILT-IN COMM GEAR?
OR MAYBE HIS SCRAMBLER'S NOT WORKING?
109 TO HEADQUARTERS! PATCH ME THROUGH TO 113. AZ, DAMMIT!
ROGER. HANG ON
BRIAREOS!!
HEY, ACCIDENT!
ROAD KILL!
BRIAREOS! CAN YOU HEAR ME?!
HUH?
STOW IT! SOFT-SHELLS WIN IN COURT!
YEAH, BUT SHE SLAMS ON THE BRAKES!
*FX PEEEP! PEEEP! PEEEP!
...
LOOKS LIKE SHE DOESN'T NEED OUR HELP.
NO KIDDING LET'S SPLIT.
I'M TELLIN' YOU, GIRL! JUDGE ALWAYS THROWS FOR THE SOFT-SHELL!
SO WHY DO YOU HAVE TO TAKE RESPONSIBILITY?! HUH?!
I SAID SHUT UP!
OBSTRUCTION OF OFFICER. ARREST!
JUST SHUT UP ALREADY, YOU METALLIC MORON!
YOU ARE IN VIOLATION INFRINGEMENT, TRAFFIC SAFETY CODE, CLAUSE 927. ARREST!

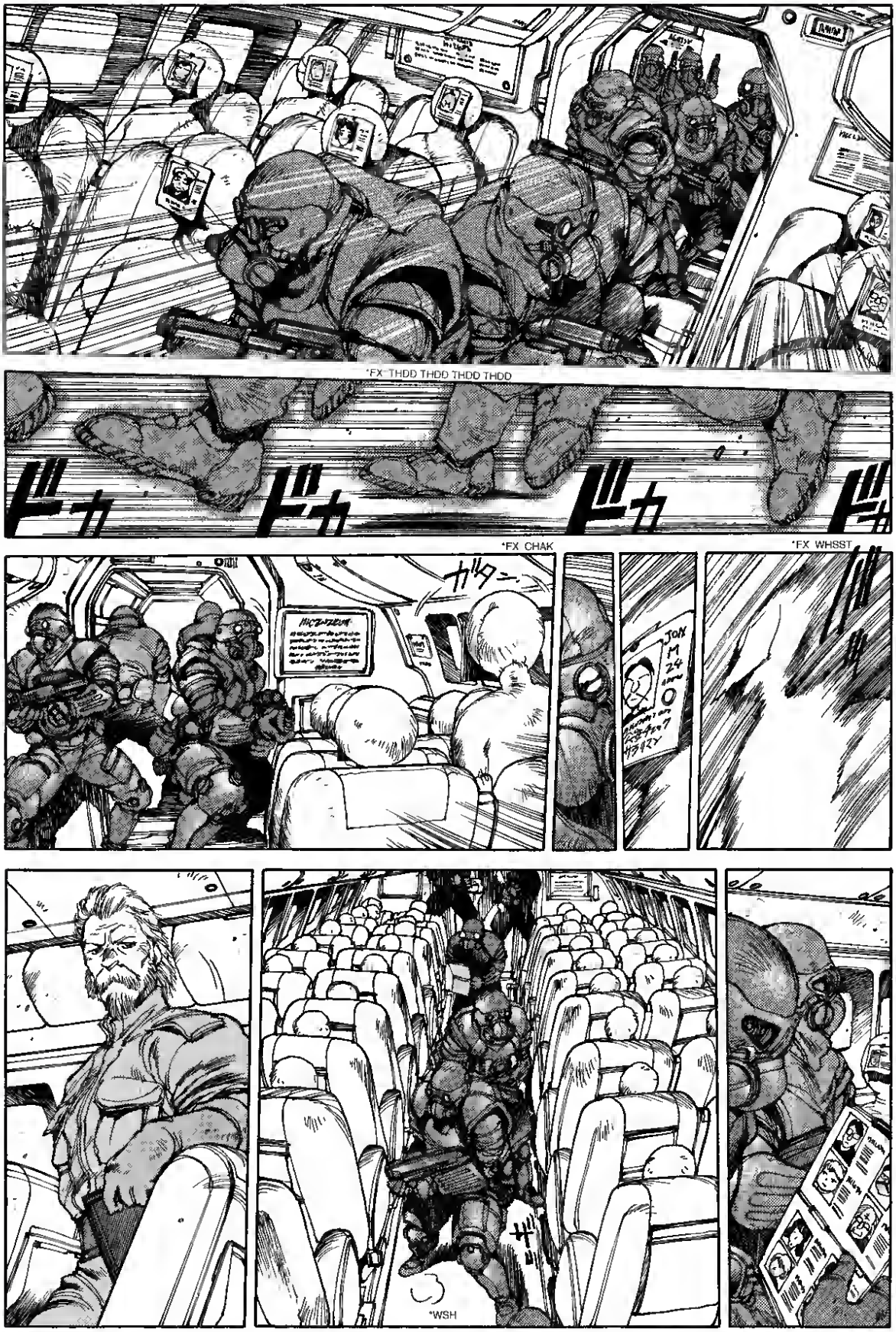
!
*FX_BAM
ﾊﾅ!
*FX_PHWEE
*FX_KANG
ぱんっ
*FX_BRMM
!
*FX_SKREEEEEE
*FX_BRMMM
*FX_SKREE
*FX_VRMM
*FX_SKREEE SKRASSH SKREE BRMM

*FX VRMMM BRMMM SKREEEE SKRUNCH
*FX BRMMM
*FX BRMMM
YOU DUMB LUMMOX!! OPEN YOUR EYES!!
YOU ARE IN VIOLATION. INFRINGEMENT, TRAFFIC SAFETY CODE 824. IMPROPER PARKING, ARREST!
POLICE
*FX PEEEP PEEEP! PEEEP!
JEEZ, YOU'RE NOT AN EXPENSE ACCOUNT AUDITOR, ARE YOU ?
DORIC ?!
HUMPH !
IF YOU UNDERSTAND YOUR POSITION, YOU'LL START BEHAVING NICE AND POLITE, GOT IT?!
NO MORE FOLLOW THE LEADER, SWEET-HEART.
YOU'VE BEEN WATCHING TOO MANY OLD CAR-CHASE MOVIES ...
... DEUNAN, DEAR.
YOU NEVER CHANGE, DO YOU ...?


ゴォオ
オォ
オォ
ォオン


*FX VNNNNNNNNN
*FX CHK CHUK
*FX VREEEE
*FX VNNNNNNNNN
10

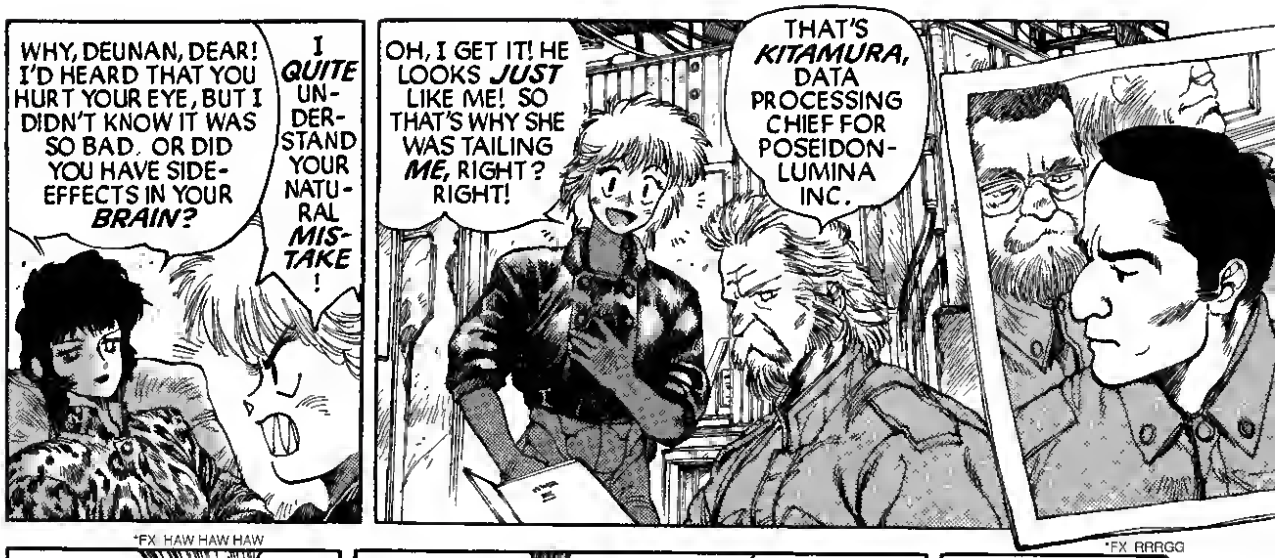

KLIK
*FX WHAM
*FX VNNNNNN
*FX KSHANGG
*FX BRTTTTTT

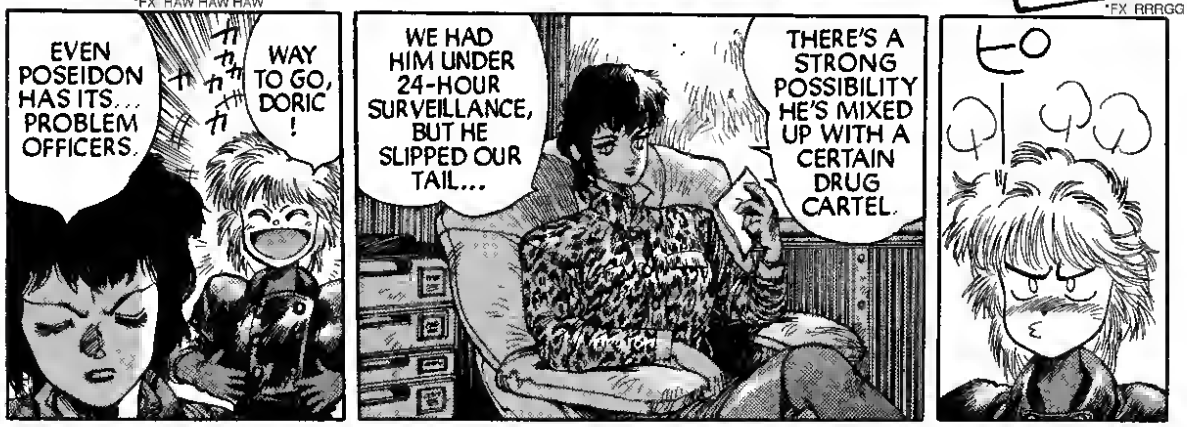


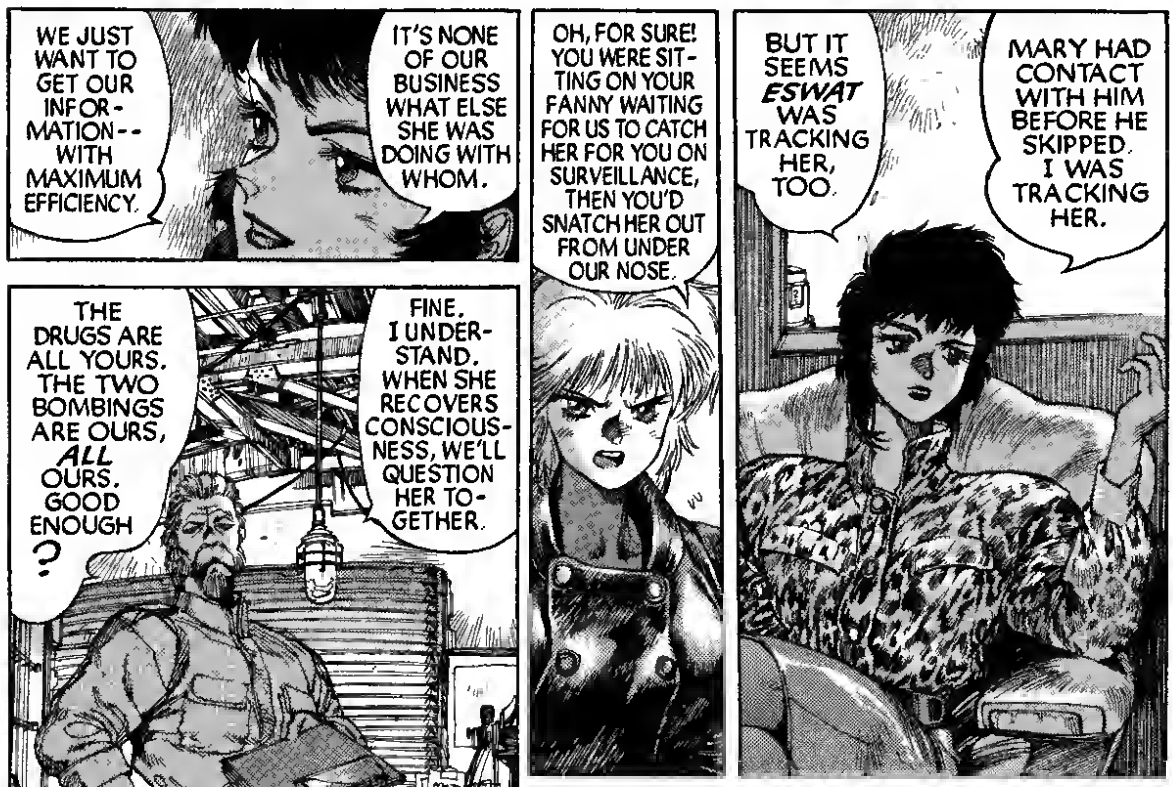
In recent years, terrorism has steered away from hijackings like this. Easier to shoot the plane down with a missile, blow the bus away, and half the road with it, with a remote mine. Most times you storm a hijacked plane, you don't do it this way. Come in from multiple directions as a very last resort. Almost no chance for sharpshooting on board. Use subsonic ultra-low-velocity rounds

SET UP HEAVIER VIBRATIONS, AND JACK UP THE WIND.
NEXT RUN-THROUGH, PUT A GREEN DUMMY HOLDING A WHITE DUMMY IN THE TOILET.1
YES, SIR!
YOU CAN TIGHTEN IT UP TWO SECONDS! AGAIN!
I'VE GOT HER WAITING OUTSIDE.
OKAY, I'LL SEE HER.
WHY IS IT EVERYTHING YOU TOUCH GETS OUT OF HAND?
POSEIDON?! ABOUT 2812 D-9?!2
LANCE! THAT YOSHINO WOMAN FROM POSEIDON WANTS TO TALK TO YOU!
WELL?

1) White dummies are civvies. Green dummies (not really green, just marked with one small green patch somewhere on the 'body') are armed terrorists
2) 2812 D-9. In other words, the ninth incident in December, Olympus year 28.

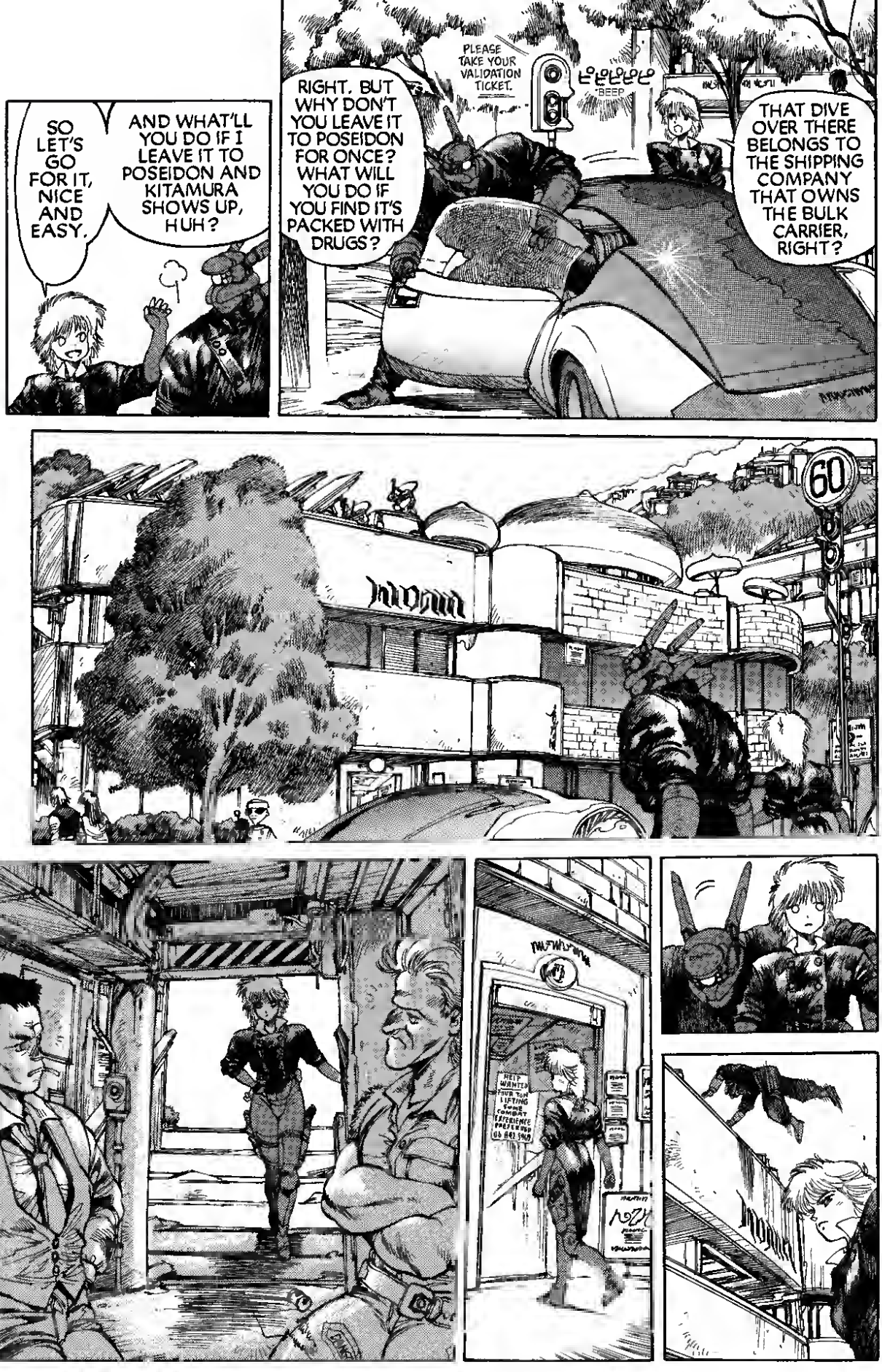

WHY, DEUNAN, DEAR! I'D HEARD THAT YOU HURT YOUR EYE, BUT I DIDN'T KNOW IT WAS SO BAD. OR DID YOU HAVE SIDE-EFFECTS IN YOUR BRAIN?
I QUITE UNDERSTAND YOUR NATURAL MISTAKE!
OH, I GET IT! HE LOOKS JUST LIKE ME! SO THAT'S WHY SHE WAS TAILING ME, RIGHT? RIGHT!
THAT'S KITAMURA, DATA PROCESSING CHIEF FOR POSEIDON-LUMINA INC.
*FX: HAW HAW HAW
*FX: RRRGG


EVEN POSEIDON HAS ITS... PROBLEM OFFICERS.
WAY TO GO, DORIC!
WE HAD HIM UNDER 24-HOUR SURVEILLANCE, BUT HE SLIPPED OUR TAIL...
THERE'S A STRONG POSSIBILITY HE'S MIXED UP WITH A CERTAIN DRUG CARTEL.


WE JUST WANT TO GET OUR INFORMATION--WITH MAXIMUM EFFICIENCY.
IT'S NONE OF OUR BUSINESS WHAT ELSE SHE WAS DOING WITH WHOM.
OH, FOR SURE! YOU WERE SITTING ON YOUR FANNY WAITING FOR US TO CATCH HER FOR YOU ON SURVEILLANCE, THEN YOU'D SNATCH HER OUT FROM UNDER OUR NOSE.
BUT IT SEEMS ESWAT WAS TRACKING HER, TOO.
MARY HAD CONTACT WITH HIM BEFORE HE SKIPPED. I WAS TRACKING HER.
THE DRUGS ARE ALL YOURS. THE TWO BOMBINGS ARE OURS, ALL OURS. GOOD ENOUGH?
FINE. I UNDERSTAND. WHEN SHE RECOVERS CONSCIOUSNESS, WE'LL QUESTION HER TOGETHER.

SEEMS THEY BOOBY-TRAP THE SAFE WHERE THEY STORE THEIR CONFIDENTIAL DOCU-MENTS.
THOSE EXPLOSIVES YOU'RE TRACING... I'D SUGGEST REQUISITIONING THE POSEIDON-LUMINA INC.'S EXPLOSIVE MATERIALS PERMIT.
WHAT ?
I'LL HAVE TO REPORT BACK TO MY HOME COUNTRY. AFTER ALL, THIS *IS* INTERNATIONAL COOPERATION. THESE LITTLE AGREEMENTS ON THE GROUND ARE SO VERY IMPORTANT TO US ALL, DON'T YOU AGREE? BUT I DO HAVE SOME... INFORMATION.
A SEED-PLANT BULK CARRIER. IT ALL FITS ...
WE'VE GOT THREE PEOPLE ON THE INSIDE NOW AT THE SHIPPING COMPANY: TWO FROM SPECIAL INVESTIGA-TIONS, ONE OF OUR OWN. I'LL ARRANGE CONTACTS, BUT PLEASE DON'T BLOW THEIR COVER.
IT TIES IN WITH THE SEEDPLANT TRANSPORT WE SEARCHED AT KITA-SUITEN-HAMA FIVE DAYS AGO. OUR MEN CONFISCATED TWELVE KILOGRAMS OF *H.E.*
JUST GWEN, RUNNING SOLO. WE ANNOUNCED THE GIRL DIED IN THE BLAST, RE-MEMBER? SHOULD BE ENOUGH.
LOUSY MINICARS
SO WHO'S GUARDING MARY ?
STILL, IT'S WEIRD THE LAPUTA BLUE/ SECTOR EIGHT SURVEILLANCE NET DIDN'T PICK UP ANYTHING ...
15

BUT DR. BRI, Ph.D, FIGURES IT'S ACTUALLY AN AMATEUR. RIGHT, OH WISE ONE ?
I HEAR THE USUAL CROWD OF TERRORISTS AND LOONIES ARE CLAIMING CREDIT, DENYING CREDIT, SAME OLD CRAP.
I *DON'T* BUY IT, BRI. I REALLY WANT TO SILENCE SOMEONE, I'D PUMP IN TWO ROUNDS AT LEAST. I ONLY GOT TIME FOR ONE SHOT, I'D BLOODY WELL *AIM*.
TO SLAM THE DAMN LID DOWN ON SOMETHING THAT STINKS, THAT'S WHAT FOR! BUT THE VICTIMS ARE STILL DEAD AND MAIMED. NO ONE HELPS THEM GET TO HEAVEN...
THAT'S WHY I'M SO DAMN PISSED. THEY SHOOT THEIR MOUTHS OFF ABOUT OUR OFFICIAL "RIGHTS," OUR OFFICIAL COURTS, OFFICIAL PROHIBITIONS, STEAL OUR TAXES, USE 'EM FOR WHAT?
YOU'RE NOT YOURSELF TODAY.
ENOUGH, DEUNAN. ENOUGH ...


THAT DIVE OVER THERE BELONGS TO THE SHIPPING COMPANY THAT OWNS THE BULK CARRIER, RIGHT?
PLEASE TAKE YOUR VALIDATION TICKET.
*BEEP
RIGHT. BUT WHY DON'T YOU LEAVE IT TO POSEIDON FOR ONCE? WHAT WILL YOU DO IF YOU FIND IT'S PACKED WITH DRUGS?
AND WHAT'LL YOU DO IF I LEAVE IT TO POSEIDON AND KITAMURA SHOWS UP, HUH?
SO LET'S GO FOR IT, NICE AND EASY.
60
HELP WANTED
FOUR TON LIFTING
COMBAT EXPERIENCE PREFERRED

SORRY I DON'T HAVE A WARRANT, BUT YOU'LL LET ME TAKE A PEEK, RIGHT ?
I'M LOOKING FOR AN OLD PAL.
SORRY, BABE-- MEMBERS ONLY.
GREAT. LET'S DANCE, SHIT-FOR-BRAINS.
*FX SMIRK
IT'S A SLOW DAY . . . WE'LL HAVE SOME FUN, SWEET THING.
A PIECE LIKE THIS AIN'T NO COP. CAN'T RUN HER OFF WITHOUT FINDING OUT WHO SHE *REALLY* IS, RIGHT?
CHIK
WAIT A SEC . . .
THERE'S NO ONE HERE NOW. BEAT IT, CHICKIE.
*FX BOMF
*FX WHAMM
*FX WHOOSH
*FX WHOD
*FX SKRASSH

*FX THAP
*FX WHNN
HYAAH!!
*FX WSHH
*FX WNN
AIEEYAAH!
HAIEE!
AAH?!
HEEYAAA
?!
*KRAK

hff
*FX: KRAK
*FX: WHAM
HNNG ...
*FX: BOMF
NGK!
*FX: THDD
*FX: BASH

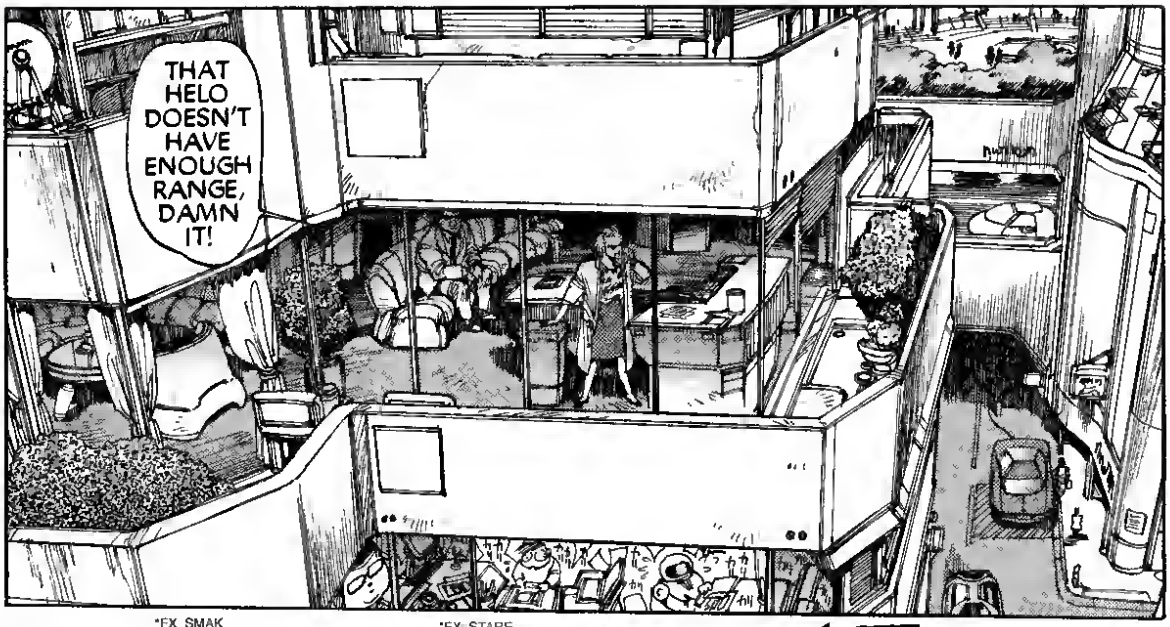
*FX: BAM
ばーん!
DANGER
*FX: BAM
ばーん!
*FX: BAM
ばん!
*FX: BAM
ばん!
*FX: BAM
ばん!
*FX: VWIPP
ヒュー
*FX: THDD
ドン!
*FX: WHSSHH
ヒュー
*FX: FWHAKK

*FX WHST
FOOLS RUSH IN, HONEYCHILE. VAUGHN WON'T GET HERE UNTIL TONIGHT. IT'LL GIVE ME LOTS OF TIME TO FIND OUT JUST WHO YOU ARE...
うふふ〜ん♡
*FX HEH HEH HEH
*FX WHSST
*FX SHTPP
=hah=
HE'S NOT HERE. LET'S MOVE IT!
*FX FWHUDD
hee hee
*FX WHOK

NEVER WOULD HAVE THOUGHT THERE WERE JOINTS LIKE THIS TUCKED AWAY IN OLYMPUS...
JUST TWO STUN ROUNDS ?!
THAT'S ONE WAY TO LOOK AT IT.
PEACE, MAN!
STILL, TODAY WAS A GOOD LESSON.
I WAS WAITING FOR YOU UPSTAIRS. WANTED TO SHOW YOU SEVEN PRETTY CYBORGS, ALL LAID OUT IN A ROW.
TOOK YOUR SWEET TIME SHOWING UP.
IF WE BELIEVE POSEIDON'S PEOPLE, THEN THEY'VE ALREADY CHECKED HIS COMPANY, HIS HOME, WAREHOUSES, FACTORIES, FAVORITE BARS, FAVORITE COFFEE SHOPS... WHATEVER'S LEFT IS ALL OURS.
WHAT A BUMMER. WELL, WHERE SHOULD WE TRY NEXT?
*FX VRMMM
*FX BAM
*FX BRRRRN
GOING ON MY EXPERI-ENCE ...
HMM ...
I'LL HAVE GAIA SCAN FOR A SINGLE WOMAN LIVING IN APARTMENTS RENTED OUT UNDER "KITAMURA."
IF YOU'RE LIVING UNDERCOVER A LONG TIME, IT'S EASIER IN COMFORTABLE SURROUND-INGS
AT TIMES LIKE THIS, IT'S BETTER TO SEARCH NORMAL HOUSING THAN EMPTY WARE-HOUSES.
GOOD THINK-ING.
KLIK
!!!
4!
HOW CONVE-NIENT.
JUST MAKING SURE NO ONE TOUCHED OUR CAR.

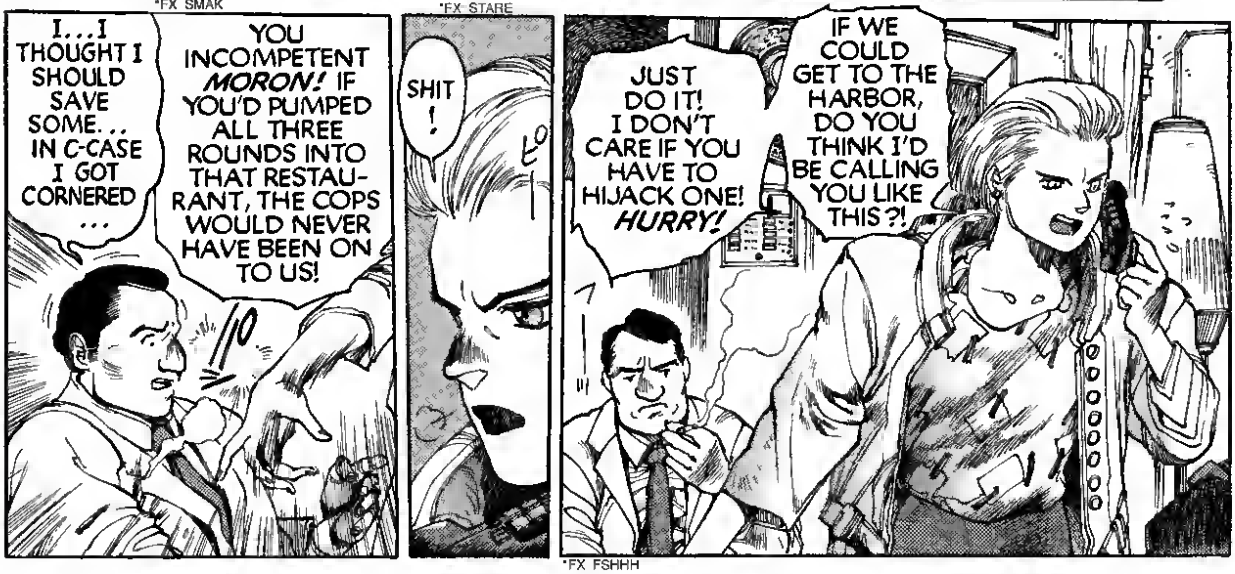
*FX VRMMM
AOHNA
YOU CRAZY BROAD-- STOP THINKING THINGS LIKE THAT AND DRIVE.
OH SURE, YOUR EXPERIENCE. hmph!
YUP. EXPERIENCE.
BASED ON YOUR EXPERIENCE ...?
...
TOLD YOU SO.
HARD AND FAST CONTRACTS ARE PROOF OF INHERENT FRAGILITY. PROMISES AND PLEDGES ARE TEMPORARY PSYCHO-LOGICAL STATES...
UNLESS EVERY-ONE INVOLVED AGREES TO IT.
GUESS NOT.
FREE LOVE SOUNDS GOOD, BUT I GUESS I WOULDN'T LIKE BEING SHARED.
THAT'S NOT WHAT I'M SAYING!
MEN! THEY'RE IMPOSSIBLE!
HEY, NOW-- DON'T TELL ME YOU THINK FORM-ALITIES ARE MORE IMPORTANT THAN TRUE FEELINGS?!
IT'S ALL IN THE FILES. I CAN CHECK.
TWO GLASSES, TWO TABLE SETTINGS, EVERY-THING IN PAIRS. MANAGER, DO YOU KNOW WHERE THIS WOMAN WORKS?

This is a phone
I'M SAYING THERE'S SOMETHING ROMANTIC ABOUT SACRED VOWS!
*SKSHHH
BRI! SHE GRABBED A BUNCH OF CLOTHES, MADE A PHONE CALL, AND SKEDADDLED OUTTA HERE. IT'S NO KIDNAPPING.
I DON'T TRUST THAT DARN OL' NET. NOT AFTER THAT SCREW-UP IN LAPUTA BLUE.
oh NO!
SEEMS SHE QUIT HER JOB IN A HELLUVA HURRY. I'VE PUT HER PICTURE OUT ON THE NET.
MAYBE SHE WAS A LOVER PLUS GUNNER PLUS UNDERWORLD CONTACT. WHAT'S SHE LOOK LIKE?
JUST LIKE "NYPD BLUE"
WE'LL I'LL BE DAMNED. THE GAL LIVING HERE WASN'T KITAMURA'S LOVER, SHE WAS HIS GUNNER!
I RESPECT MY TENANT'S PRIVACY...
MOSLEY...
IT'S TOO NEAT. WAS SOMEONE REALLY LIVING HERE?
YEAH, I CAN SEE IT. BUT STILL... SOMETHING ABOUT THIS ROOM BOTHERS ME.
THIS SWEET, MEMORY-FILLED SMELL, MY DEAR, IS A LOW-GRADE GUN OIL I'D BE EMBARRASSED TO USE ON A SQUEAKY DOOR HINGE!
ALL RIGHT! HERE IT IS, BRIAREOS!



*FX SMAK

*FX STARE


I...I THOUGHT I SHOULD SAVE SOME... IN C-CASE I GOT CORNERED ...
YOU INCOMPETENT MORON! IF YOU'D PUMPED ALL THREE ROUNDS INTO THAT RESTAURANT, THE COPS WOULD NEVER HAVE BEEN ON TO US!
SHIT !
JUST DO IT! I DON'T CARE IF YOU HAVE TO HIJACK ONE! HURRY!
IF WE COULD GET TO THE HARBOR, DO YOU THINK I'D BE CALLING YOU LIKE THIS?!

*FX FSHHH

JESUS, THEY WOULDN'T THROW ME TO THE DOGS, WOULD THEY...?
GOD, DO YOU THINK WE CAN GET OUT OF THIS GODDAMN CITY...? I WONDER IF THE SYNDICATE STILL NEEDS ME...
DON'T TELL ME YOU BELIEVE THAT CRAP?! THERE WASN'T ENOUGH STRUCTURAL DAMAGE. AND EVERYONE ELSE GETS OFF WITH LIGHT WOUNDS?!
B-BUT THEY SAID ON THE NEWS THAT MARY'S DEAD...
IF THIS WAS WARTIME, I'D TAKE A KNIFE TO THAT THING BETWEEN YOUR LEGS!

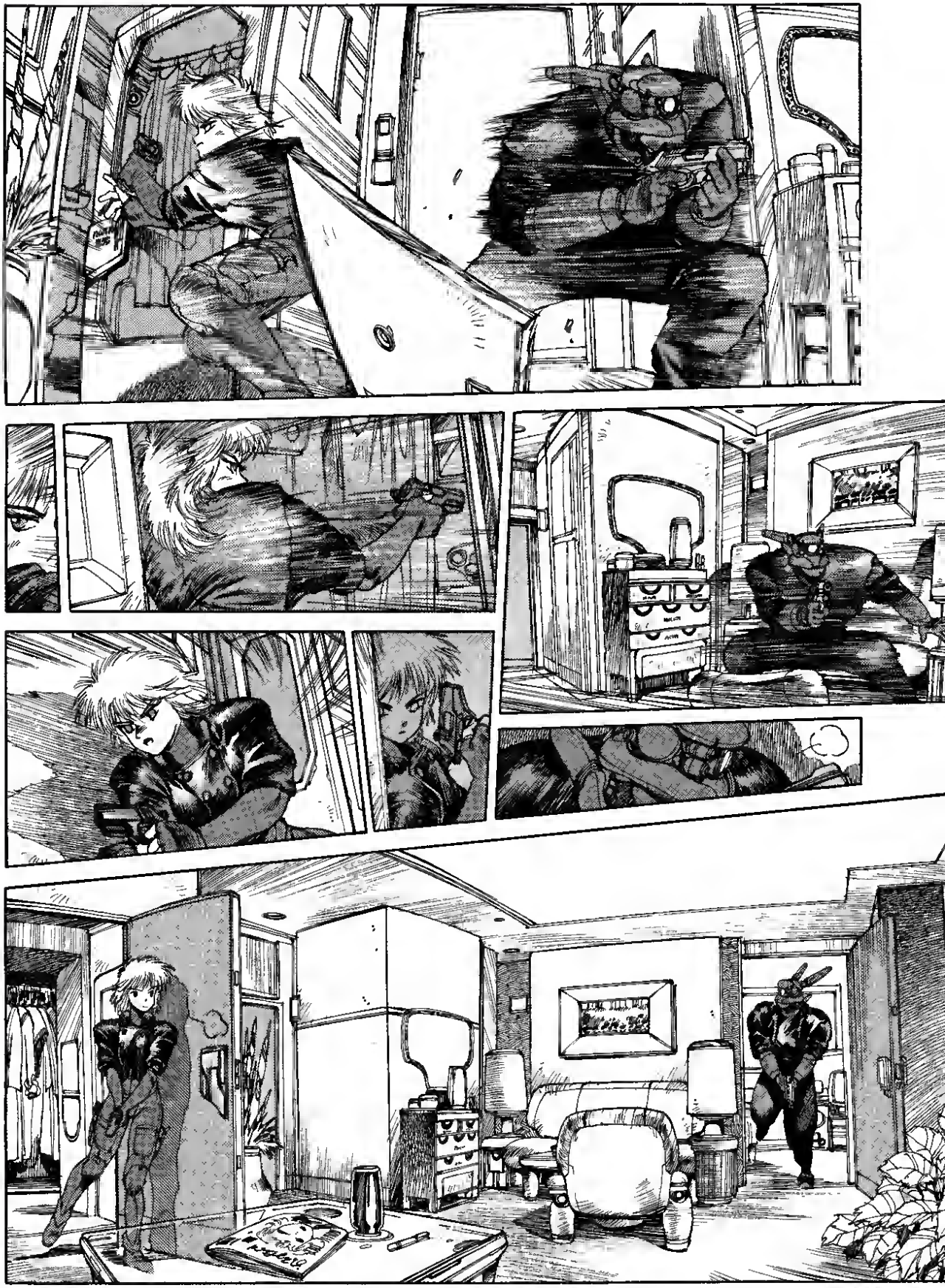
*FX FLIK

*FX SKRCK
THE SYNDICATE NEVER THROWS ANYONE THEY WORK WITH TO THE DOGS.
LOOK, THAT'S NOT GOING TO HAPPEN.
CHRIST, YOU'RE A WIMP, AREN'T YOU?
I PROMISE ...
HE'S NOT IN ANY NEARBY HOTEL AND HE HASN'T MOVED ENOUGH TO SHOW UP ON THE PUBLIC ORDER NET. WHICH MEANS EITHER HE'S GOT FRIENDS NEARBY, OR THERE'S SOMEPLACE THE COPS WON'T SEARCH. TWO BIRDS WITH ONE STONE.
SO WHY ARE YOU HITTING MARY'S APARTMENT AGAIN?
NAW, YOUR DAD TAUGHT ME THIS ONE.
PATTERNS, M DEAR, PATTERNS.
BUT IS THIS MORE OF YOUR EXPERIENCE?
WELL, SURE IT'S CLOSE, AND THE COPS WON'T SEARCH THE SAME PLACE TWICE ...

*FX ZPP
AND PLEASE LOCK THE EMER-GENCY EXIT, OKAY?
NO, JUST BUZZ US AND LET US KNOW. DON'T LET HER SEE YOU DO IT, EITHER.
I'LL DETAIN HER, SIR.
NOW, IF THIS WOMAN TRIES TO LEAVE THE BUILDING ...
HEY! I DON'T WANT YOU OUT OF BREATH WHEN WE... DAMN.
I CAN DO SOME STEP AEROBICS.
OH, GOOD OPPOR-TUNITY !
MARY'S APARTMENT'S ON THE EIGHTH FLOOR, MIDDLE SECTION. THE FLOOR PLAN'S THE SAME FROM THE FIFTH FLOOR ON UP. LET'S STOP ON FIVE AND SEE HOW IT'S LAID OUT.
*FX THD THD
OH, TODAY I'M PACKING A SEBURO 6MM. IT'S GROWING ON ME.
THERE'S PROBABLY MORE THAN ONE OF THEM. USE YOUR GAVA®. YOU CAN WHIP IT AROUND FASTER THAN THE GONG®.
THAT'LL DO.
AND WIPE THAT SILLY GRIN OFF YOUR FACE.
JUST =huff= GOT ME =huff= WARMED UP. HEH HEH =huff=
*FX VREEEE
S-SORRY ...
WHAT DID I TELL YOU ?
*HUFF
は？

Founded in October 2024, the Seburo Co. quickly leaped to the forefront of high-performance handgun lines, thanks to reliable rapid fire, easy handling, and ammo packing the punch of 10mm rounds. You can also get Seburo 4.2mm and 5mm models in the specialty shops. Seburo ammunition looks like slim rifle rounds. Deunan's Seburo™ Bobson® is their 100th anniversary model with a 23-round magazine.

*FX TINGG
*FX VREEEEEEEE
Huh?!
SHHK
KLIK
NO, I'M OKAY ... I'M JUST A BIT DIZZY.
SHEESH ...
W-WAIT A MINUTE ...
GO!
OKAY!
*HUFF
*FX WHRAK



See how she yanked off the handkerchief she used to cover the elevator's ultraviolet sensor. She was lucky no one wanted to use the elevator while they were in the apartment. Uncle Shirow asks all you good girls and boys to think of the other residents. Deunan's handerchief today measures 57cm on a side, leaf pattern, maker unknown

I'M POSTING AN E-MAIL TO THE CYBORG ASSOCIATION, YOUNG MAN !!
HOW UNCOUTH-- HE MUST BE JAPANESE!
CYBORGS ALLOWED TO RUN INSIDE ?!
BZZZT
STIFLE IT, YOU OLD BAG!
*FX BAM!
WHAT IS THE WORLD COMING TO?!
GOOD HEAVENS !
*FX WHDD WHDD WHDD
WATCH OUT!
TING GG
WHY IS THE EMERGENCY EXIT LOCKED? ISN'T THAT ILLEGAL ?
YES, YOU CAN.
CAN I HELP YOU, MA'AM ?
*FX KRAK
SORRY, MA'AM. TROUBLE WITH STRAY DOGS ...

*FX VREEEEEE
HHSH
*BWAA

*FX BOMF BOMF BOMF
*FX BOMF
*WHUMPF
sigh
WHOA!
WHOA!
*FX WHDD
*FX SKSSH

*FX: HE HE HE
SHE WAS PACKING THREE GRENADES FOR THAT THING.
OH, GOSH!
YOU CAN TELL?
OH HO! LOOK WHO'S DIZZY NOW!
*FX: NOD NOD
BUT ONE LOOK AND SHE KNEW YOU WERE NATURAL ENEMIES. YEAH, IT FIGURES.
I THOUGHT I'D TRY TO COORDINATE OUR TIMING BUT...
LET'S ASK THE LADY HERSELF.
I WONDER WHERE SHE WAS GOING. SHE MUST HAVE KNOWN THE PUBLIC ORDER NET WOULD SNAG HER...
SHE MANIPULATES KITAMURA, AND IF THINGS GET DICEY, WHACKS HIM...
SO I GUESS IT WAS KITAMURA HIMSELF WHO SHOT AT ME AND MARY.
*FX: BEEP BEEP
RENDEZ-VOUS IN FRONT OF THE HOSPITAL. I'LL BRING GUARDS. OVER.
WOMAN'S A GUNNER. WE'VE GOT A GRENADE LAUNCHER. WE'VE CALLED IN THE I.D. TEAM. THE WEAPON SHOULD TIE HER TO THE SYNDICATE.
WE'VE GOT KITAMURA'S STIFF AND THE WOMAN I PUT OUT THE ALERT ON.
I THOUGHT I WAS A GOMER.
WHAT ARE YOU CLOWNS UP TO?
ONE-ONE-THREE. READ YOU, ALPHA.
ALPHA TO ONE-ONE-THREE, OVER.

POLICE HOSPITAL
DEUNAN, YOU DRIVE.
ENOUGH! GET IN!
I TOLD HIM WE NAILED HER WITH THE GONG®, BUT THAT DAMN QUACK KEPT SAYING I'D GRABBED HER BY THE HAND AND WINDMILLED HER AROUND...
YOU'RE LATE!
"DON'T TELL THE POLICE," HE TOLD HER. "I JUST NEED YOU TO DELIVER 'SOMETHING' TO 'SOMEONE'."
ACCORDING TO MARY, KITAMURA TOLD HER HIS FAMILY HAD BEEN TAKEN HOSTAGE, AND HE NEEDED HER HELP.
*FX: KYU-VNNNN
SAY AGAIN, HQ! OAS FLIGHT 281, BOUND FOR PIERSON? RIGHT AFTER TAKEOFF?
WHAT?! A HI-JACKING?!
ON THE SURFACE, YES.
SO KITAMURA REALLY WAS THE BAD GUY. AND THAT GUNNER WAS JUST AN OPERATOR SENT OUT BY THE SYNDICATE?
*VWEEEEEE
HQ TO ALPHA! DO YOU READ!
ALPHA HERE.
A TRAP. NOT THE FIRST TIME.
WE BLEW IT...
KJ-2095-C

SET MAGUS IN PLACE AND HAVE HIM WAIT! CHECK OUT EVERYONE, I MEAN *EVERYONE* ON THE PASSENGER LIST! I'LL RENDEZ-VOUS WITH THE ASSAULT TEAM.
HOTTER N HELL IN HERE...
MORTON'S LIAISING WITH THE AIRFIELD.
HERE'S THE PASSEN-GER LIST.
CAN IT!
UFO SEEN IN BEZEKRIC!
MAGUS IS ON THE WAY TO THE AIRPORT WITH THE ASSAULT TEAM, EIGHTEEN IN ALL. THEY'LL LOOK OVER AN IDENTICAL PLANE FIRST, SHOULD BE AIRBORNE IN THIRTY. *ETI* WITH FLIGHT 281, SEVENTY MINUTES. SAYS THEY CAN LATCH ON TO HER TAIL.
DON'T UNDERESTIMATE IT. IT MAY BE A BLUNT INSTRUMENT, BUT PEOPLE'S LIVES ARE AT STAKE.
STRAIGHT OUT OF THE '70S...
GEE, DO PEOPLE STILL HIJACK STUFF ANYMORE?
WHY DIDN'T YOU FILE A REPORT?! WE COULD HAVE DEVELOPED COUNTER-MEASURES!
IT'S NO BIG DEAL HIDING ONE IF YOU'RE A CYBORG. I'VE DONE IT MYSELF.
I DON'T GET IT. HOW CAN THEY GET WEAPONS ON BOARD?
NEW INFO, THREE ITEMS. STATEMENT BY THE PERPS, FLIGHT INFO, AND OUT-SOURCED PHONE CALL.
HQ TO ALPHA.
ALPHA HERE.
STATE-MENT FIRST.
*FX VWEEEEEE
YOUNG AND INNOCENT AND SMUGGLING GUNS ONTO AIRPLANES?
YOU SERIOUS?
IT WAS BACK WHEN I WAS A YOUNG, INNOCENT CIVVIE.

THE PLANE'S HEADING SOUTH. PROBABLY MAKING FOR POSEIDON'S FLOATING CITY NUMBER EIGHT OFF RA'S AL HADD.
THEY'RE DEMANDING THE RELEASE OF A WOMAN. SAME WOMAN ONE-ONE-THREE PUT OUT AN ALERT ON AN HOUR AGO.
FINE. PATCH HER THROUGH.
CHAIRMAN OF THE POSEIDON EIGHT CENTRAL COMMITTEE.
WHERE'S THE CALL FROM ?
GUESS THEY DON'T WATCH TV.
IS THIS SOME KIND OF PRACTICAL JOKE? THEY DON'T EVEN PULL CRIMES THIS DUMB ON TV ANYMORE.
WELL, P2 HAS GOT A TOTAL LOCK ON ALL THE PEOPLE AND INFORMATION. LOOK HOW THEY SCOUTED US. REMEMBER? PLUS WEAPONS TRAINING ORGANIZATIONS...
I UNDERSTAND. THANK YOU. WE'LL HANDLE THE REST.
I'D SAY THIS DRUG RING'S EITHER NEW OR IT'S HAVING TROUBLE RECRUITING TALENT.
YOU TWO TAKE THAT WOMAN AND LOCK HER UP IN A SAFE HOUSE. HOLD HER UNTIL POSEIDON GETS YOSHINO INFILTRATED INTO THE SYNDICATE. THEN THEY'LL SHUT DOWN THIS ORGANIZATION ONCE AND FOR ALL.
POSEIDON EIGHT SAYS THEY INTEND TO REFUSE LANDING PERMISSION.
COME TO THINK OF IT, SAMARA TOLD ME SHE WORKED A WHOLE YEAR UNDERCOVER AS A BLACK-MARKET GUN RUNNER, ONE WE SET UP.
AND DON'T FORGET UNDERCOVER PENETRATION AND DATA ANALYSIS. NOWADAYS, TERRORIST GROUPS ARE PRACTICALLY REGISTERED WITH LAW ENFORCEMENT. WIDE-OPEN DOOR.

CHECK-MATE ...
*FX WAP
RIGHT, GET MOVING.
*FX VROOOOMM
CHA
*FX SKREEK
*FX VRRRRR-VRNN
SO NOW YOSHINO GOES UNDERCOVER, GETS THE GOODS ON THE WHOLE NETWORK, AND POSEIDON BREAKS THEIR BACK. HAPPY ENDING.
THAT'S WHAT THEY WERE PRETENDING, ANYWAY... WE'LL HEAR THE REAL STORY SOON ENOUGH FROM OUR GRENADE LADY, OR FROM THE SYNDICATE BOSSES THEM-SELVES.
THAT COMPANY... YOU KNOW-- POSEIDON-LUMINA INC...? YOU FIGURE KITAMURA WAS A LONER, TRYING TO SELL DRUGS TO THE LUMINA CO-PROSPERITY LEAGUE?
*FX VWEEEEEEE

THE V.I.P. FLAT IS REALLY CUSHY.
YEAH, YEAH. SO WHERE SHOULD WE HIDE HER, BRI?!
AS LONG AS WE KEEP THEIR GUNNER UNDER WRAPS, THAT IS.
*FX. SHKKK
EITHER WAY, OUR GAMBLE PAID OFF.
*FX. VRNN
WE THROW HER INTO THE BASEMENT CELL, AND THEN WE TWO JUST, YOU KNOW, LAY BACK!
BREEEP!
YOU MEAN THAT VILLA BY THE OCEAN? WITH THE VIEW? AND THE WINE CELLAR? GOOD THINKING!
RIGHT?!!
YEAH, RIGHT
RIGHT, BRI?!
UH...ER... I MEANT... UH...LAY'IN! RIGHT! LAY INTO WRITING UP OUR REPORTS! THE TWO OF US!
HEY, FOUR-FIVE HERE.
ONE-OH-NINE HERE.
YOUR RADIO'S ON OPEN CIRCUIT, ONE-OH-NINE.
90. 1. 11
AN OCTOPUS
END

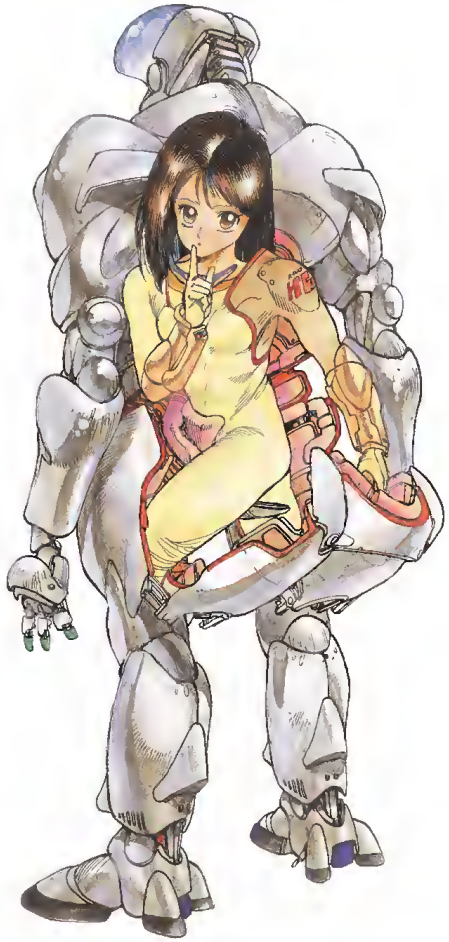
26. CALLED GAME

APPLESEED™

COLOR ILLUSTRATION GALLERY 2

APPLE SEED
©MASAMUNE SHIROW

AV SYSTEM

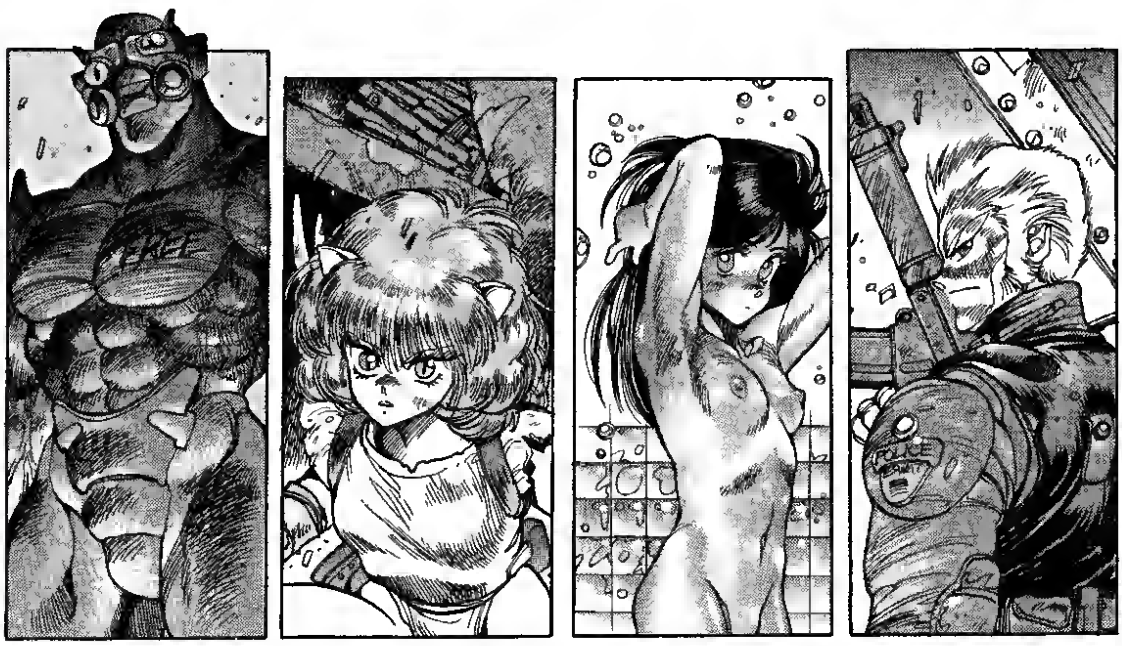


OLYMPUS
POLICE

OLYM
POLI

APPLESEED™

MONOCHROME ILLUSTRATION GALLERY



These illustrations were created for the chapter-head images of *Appleseed* Volume 3, but were never used.

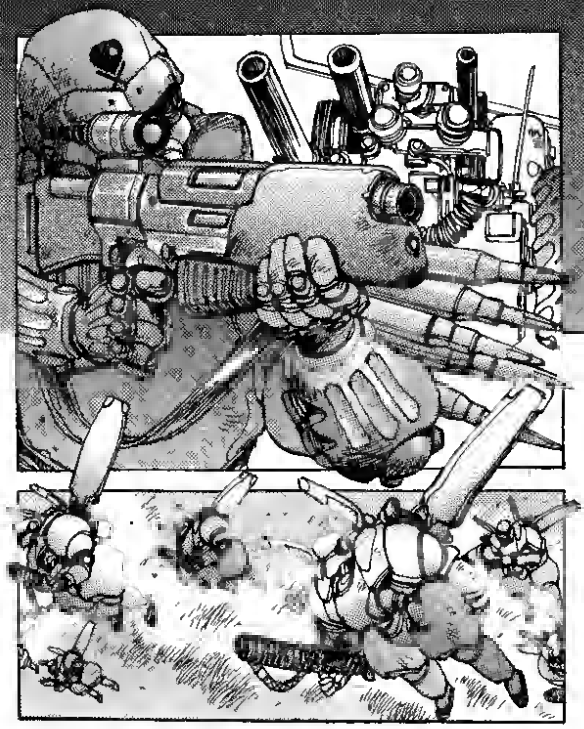
An illustration created for an *Appleseed Databook* advertisement.

The word balloons that you see on the Volume 3 advertisement page are actually talking about *Appleseed* Volume 4.

This illustration was used on an *Appleseed* Volume 3 advertisement page.

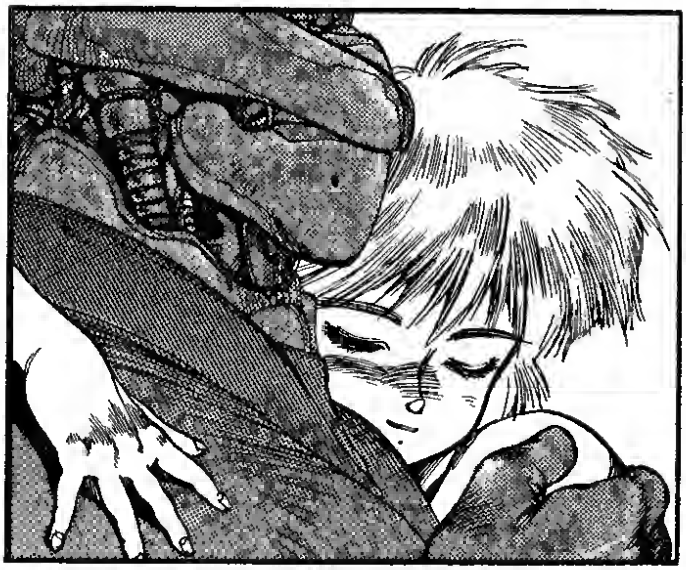
A cut scene used in the *Appleseed Databook*.

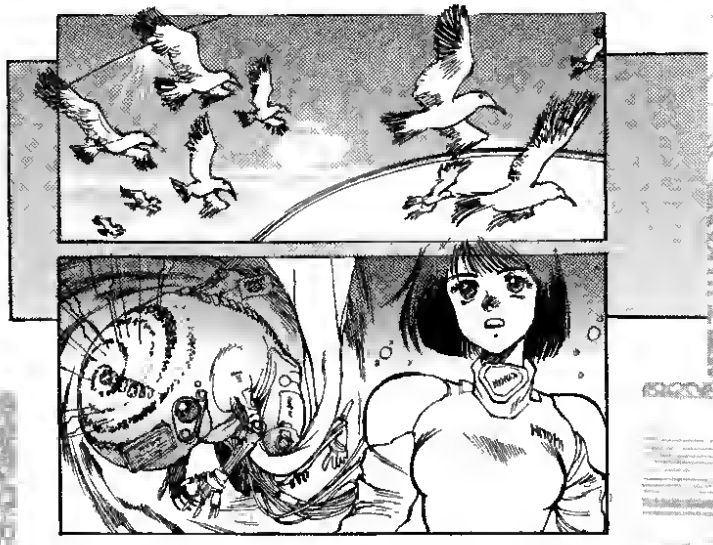
An illustration used for the original *Appleseed* Volume 3.



The cut used for the *Appleseed Databook* Table of Contents.

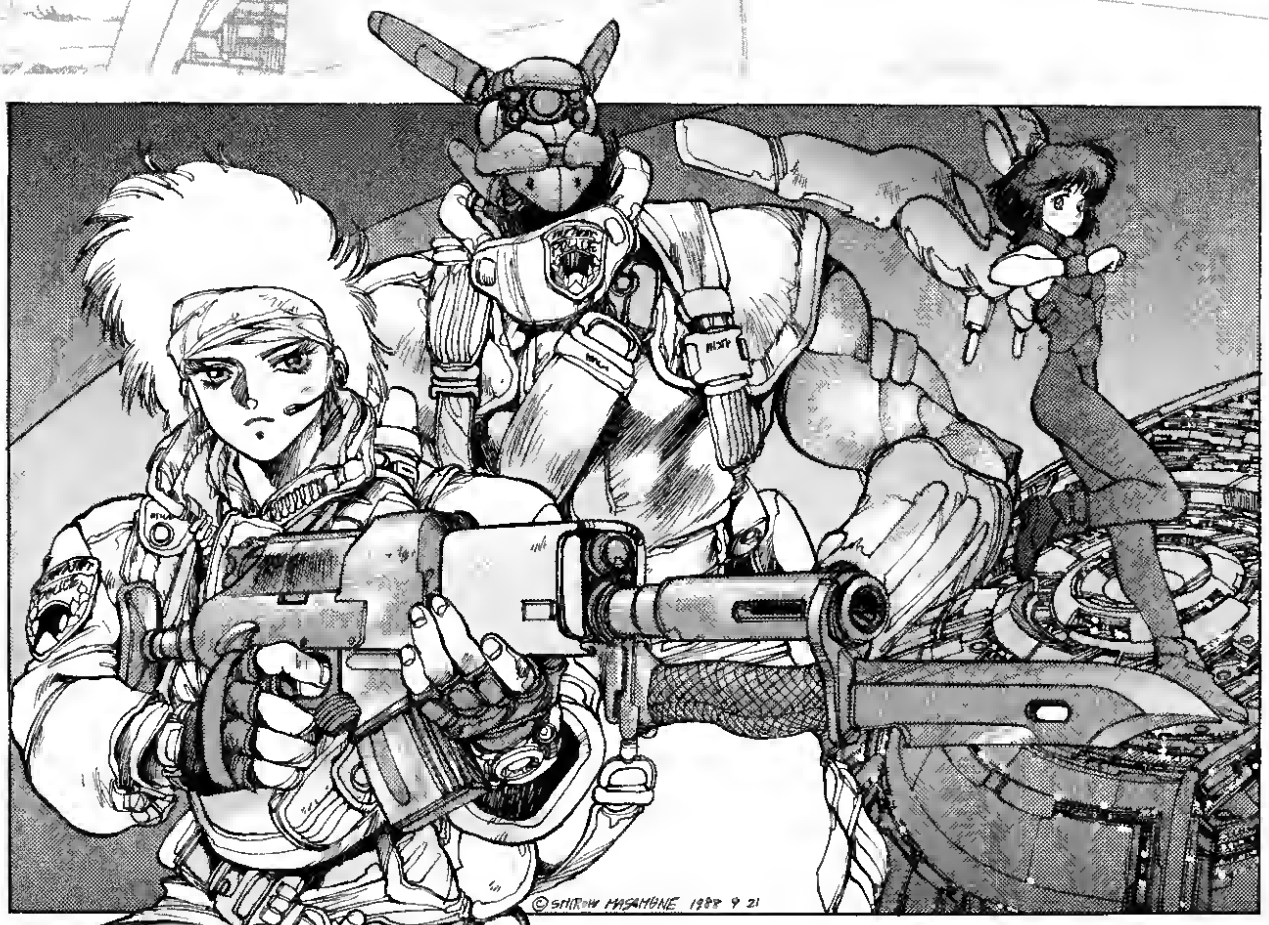
The cut used for the cover of the *Appleseed Reader's Guide* (*Appleseed Dokuhon*, by Bandai).





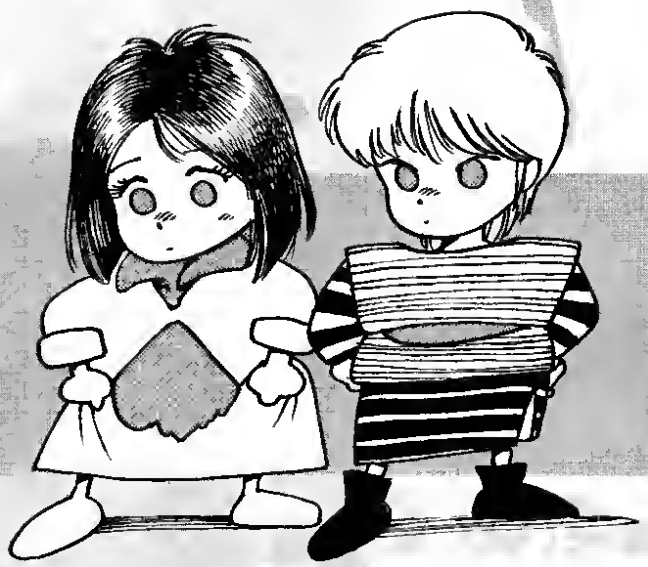
This cut was used in the *Appleseed Databook*.

This cut was used in the *Appleseed Databook*.



An advertisement used in the original *Appleseed* Volume 1.

An illustration used on the copyright page of the original *Appleseed* Volume 1.



An unused cut.

These cuts were used in the *Appleseed Databook*.

A cut used in the original *Appleseed* Volume 4's "letters to the editor" column.

A widely used cut scene, including in *Appleseed* Volume 1.

A cut used for the *2000 Shirow Calendar Millennium* (3-D computer graphic)

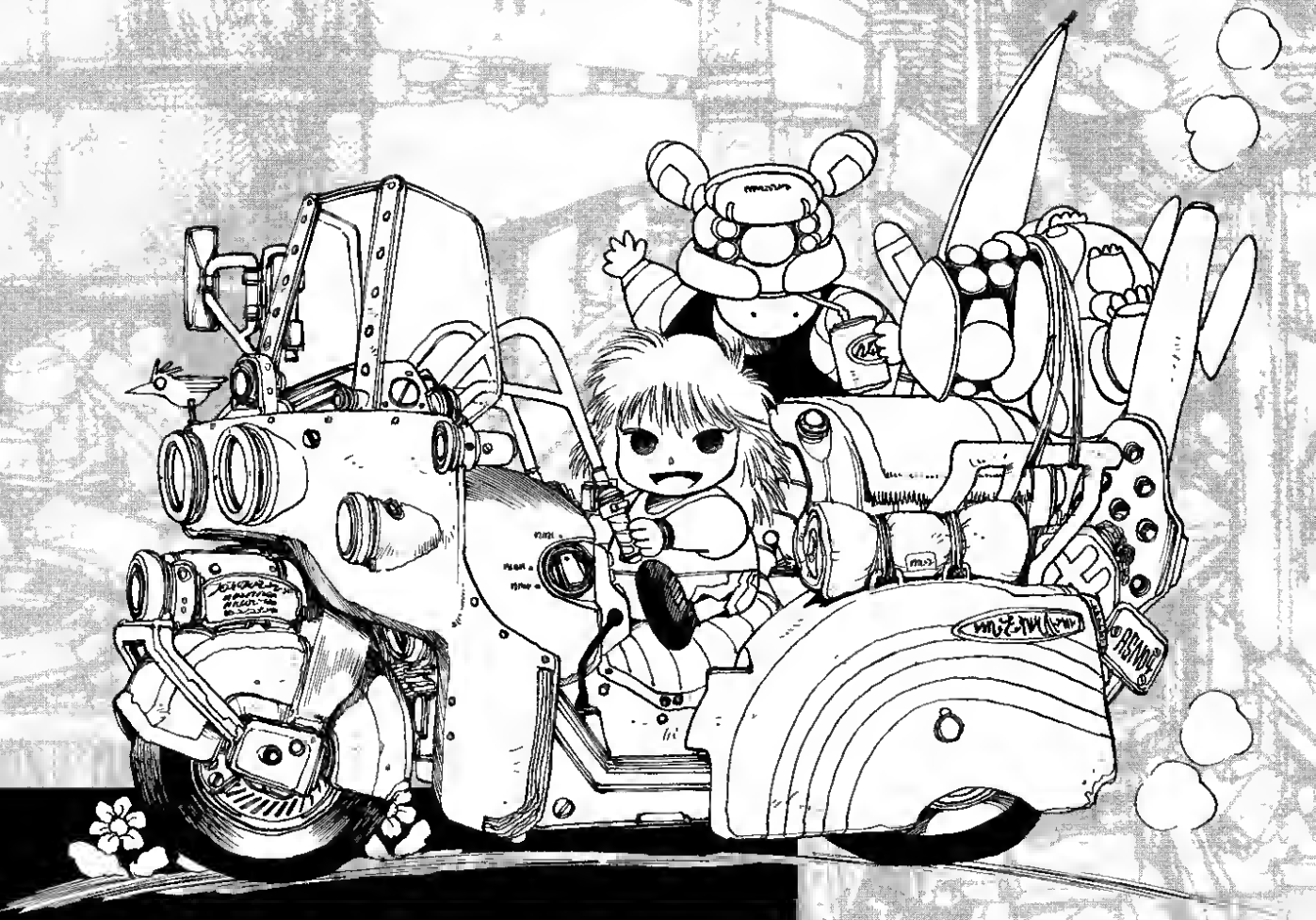
An illustration used on the advertisement page of *Appleseed* Volume 4.

A cut used in the *Appleseed Databook*.

An illustration used on the copyright page of the original *Appleseed* Volume 2.

An illustration used on the advertisement page of the original *Appleseed* Volume 2.

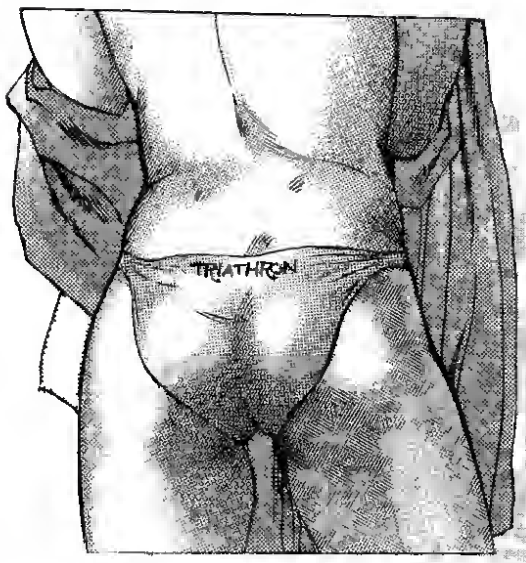
A cut used for the *2000 Shirow Calendar Millennium* (3-D computer graphic).



An illustration used on the copyright page of the original *Appleseed* Volume 3.

This is an illustration taken for the rejected manuscript for *Appleseed* Volume 3.

An illustration used on the advertisement page of *Appleseed* Volume 2.

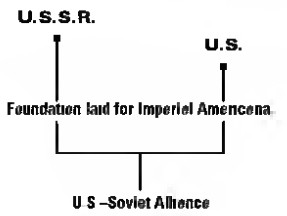


This cut was drawn for the original ***Databook***, but never used.

1988

- U.S.–Soviet détente. INF Treaty signed. Peace among the "advanced nations." (As part of a defense strategy, the steadily weakening superpowers sign a treaty eliminating four percent of all medium-range nuclear missiles. The irony of superpower collapse=peace. General Henry Christo goes all out to build up conventional forces.)
- The Soviet Union's policies of peace diplomacy and *perestroika* continue (while ethnic and economic problems snowball).
- The war between Iran and Iraq finally ends, for economic reasons. This fierce battle between Arabs and Persians lasted eight years.
- Publication of Volume 4 of *Appleseed* is delayed. Author apologizes.

ASIA | *North and South Korea peacefully unite*



1989

- China—Tiananmen Square massacre. Japan—democratization movement begins. Both trends reveal how backward Asia is and disappoint and anger the rest of the world.

E.C. | *Alsace sammit held in France. First E C nawspaper*—The European—*formed 1990*

1991

- Soviet Union returns the disputed four northern islands to Japan. Huge gap between standard of living and politics revealed. (Oevelopment of Siberia begins, just as the U.S. and Japan had once made a deal on Hawaii and Okinawa. On two of the northern islands, an agreement is made regarding Soviet bases. Locals are angered. Problems remain.)

Autonav system "Charon" introduced and put into operation in twelve nations around the world

1992

- E.C. unification occurs. World enters era of four huge economic blocks. Asia-bashing and "peace" (or what some call quasi-war) continue.
- Nuclear-reactor rocket *Centaurus* announced.
- True production of master-slave armor begins. Prosthetic technology advances.
- Olympics held in Barcelona, Spain. Seville Adventure Fair.

Advances made in muscle power with actuators of advenced molecular gel, which yield emple speed end power while requiring only low voltage for operation

This story is set "on Earth soon after a major war." And because of that, I must admit that drawing or writing it was sometimes a truly unpleasant experience. The above timeline is not put together with as much detail as you might find in war games, but I've tried to impart a little sense of reality. Let me stress, however, that all names, etc., are fiction and the product of my unpleasant imagination.

Given the détente connection, it probably would have been all right to start the story from the 1988 Seoul Olympics, but I began from the INF treaty instead. The idea for General Henry Christo has nothing to do with the main story at all and is inspired by the idea of a false savior returning, as is often prophesied.

In my scenario, perestroika fails to work properly, and around 1995 the Soviet Union returns to its hardening-of-the-arteries former self. Personally, of course, I hope this doesn't happen. No matter how weakened a superpower becomes, its influence is still enormous. People say today we've entered an age of "regional powers," but there are clearly problems with this view, as even Japan, as an Asian superpower, demonstrates. Then there's the Middle East, Central America,

1993

- East and West Germany are reunified.

1994

"East-West" World's Fair held jointly by Austria and Hungary, in Vienna and Budapest.

- April: The three Baltic states, Poland, Czechoslovakia, and Hungary, join the E.C.

1995

Elbit Co. & Tadilan Co.—Manipulators.

- September: War breaks out between Israel and its Arab neighbors (the Fifth Middle East War). November: Israel uses nuclear weapons. Southern Syria disappears. Cracks appear in the Nexus alliance. World trembles in fear.

Galileo 2000 project fails.

- Iran takes advantage of the situation and invades Iraq. Internal split in Iran causes hard-liners to take power. Islamic world is thrown into confusion.

Japan—HDT viewing fees are reduced to 250,000 yen, but the Ministry of Posts and Telecommunications asks for 300,000.

- U.S./Soviet alliance unravels. Intervening militarily, the Soviet Union sends troops to the Middle East. It suppresses Israel and moves into the Mediterranean, where it clashes with E.C. forces. Headquarters set up in Rome.

Around this time the West Umeda area of Osaka city has been turned into a super-skyscraper zone.

1996

- February: World War III turns nuclear. Nuclear winter and "black rain" result. Demoralization sets in. U.S. retaliates. Soviet Union incurs huge damage. Heavy use of nuclear weapons results in victory for U.S. and E.C. Inflated missile counts, improper maintenance, and other unexplainable factors result in a high percentage of misfires and mislaunches. The planet survives, but the damage is greater than ever before experienced from war. Finally, the war ends.
- Bangladesh experiences huge flooding (one of the more unpleasant parts of the script).

South America, and West, Central, and Southern Africa . . .

Just because the superpowers have lost some of their influence, it doesn't necessarily follow that regional power has increased proportionately.

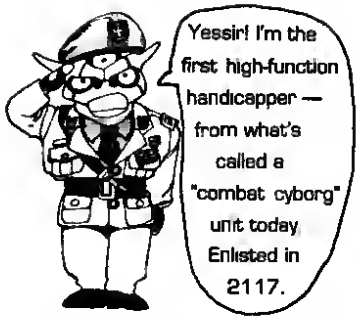
I have estimated a low level of damage from nuclear war, not because I read the wrong reference materials, but because in a true cycle of war—where war first turns nuclear, then goes global, then turns non-nuclear again, and finally ends—mankind would be destroyed from radiation and nuclear winter, and I wouldn't be able to continue my story.

One reason I have estimated a relatively low level of damage is because I think that by 1995 there will have been a fairly large and real reduction in the number of nuclear weapons. Still, by the end of 1996, much of Europe, the United States, and the Soviet Union has been transformed into desolate areas and radiation has spread over the Earth.

Of course, if I had taken a more serious approach to my storyline, the Earth would probably be completely destroyed, but in hopelessly optimistic, pseudo-science fiction, the nice thing

1997

- Munma Holy Republic founded. Bloody incidents take place around the world with those involved.
- England—Terrorist use of botulinus bacteria causes massive deaths.
- Hong Kong reverts to China. Demands for democratization heat up again.
- General Henry Christo becomes Chairman of the E.C.



By this time there are almost no nuclear weapons in existence, so World War IV is non-nuclear. In other words, it's a bloody, drawn-out, dirty old war conducted with conventional weapons (nuclear weapons began and ended in Japan.)

1999

- Friction between E.C. and Asia. General Henry, taking a hard-line approach, takes repressive actions around world. Asia (China, Korea, Japan) is distressed. Friction results between Asia and rest of world because of contrast between war damage and Asia's wealth. Orion Group and some representatives of the E.C., U.S., and U.S.S.R. visit Japan in August. (First Urban Planning Group Conference held—ends in failure.)
- The Fourth World War. The nations of Asia go to war with the E.C.–U.S. Alliance (Henry).
- Macao is returned to China. A giant meteor falls on Beijing (and is mistaken for a nuclear bomb).
- A revolution occurs in computer brain technology. Bio-computers put into clinical application. November: The Second Urban Planning Group Conference is held and a deal is made for a radiation filter and the Appleseed Plan.
- Democratization takes place in China. (Return of the true messiah.)

2000

- Construction of Olympus begins (unofficially—destruction of information network.)
- Critical shortage of food binds Japan and rest of Asia together. Seoul Summit.

Orion Group gives all-out assistance.

Data from Voyager 1 stops arriving.

2001

- America's NASA begins operating its space station–based plant/vegetable factory.

is that I can get away with this sort of plot. Just to make sure everyone understands my own position on this matter, however, let me make it perfectly clear: I'm resolutely opposed to the use of nuclear weapons, limited or otherwise.

In this story, Christ appears in China (as a Chinese). This is as prophesied. With China participating in the war and the Western advanced nations battling it out with conventional weaponry during the nuclear winter after WWIII, the result was easy to see. The impact of the comet, coming right after the initiation of hostilities, was fatal for the West. The comet itself is of course the great fearmaster predicted by Nostradamus, but I think this is ample reason for China, having lost its top leaders and possessing a flawed information network, to quickly go democratic, join the ranks of its Asian neighbors, and participate in the war. China's joining with the rest of Asia is essential.

War, of course, causes dramatic advances in technology. And needless to say, one of the big reasons for the advances in space technology is the radiation problem on the ground. But space is a money hog. And the high

2002

- Construction of Poseidon floating city begins (starting with the space port).
- Japan launches construction of its nuclear winter filter plant. Nanotech robots, with nesting instinct and capability to reproduce, remove radioactive dust.

2003

The war bogs down. Mankind advances into outer space to obtain resources. (Science has the power to both destroy and save mankind.)

- Ultra SQuID sensors make possible practical application of magnetic field anti-personnel sensors.
- February: Cancer completely conquered.
- August: First computer-brain weapons (tanks) used in combat. They prove unpopular because of frequent breakdowns.

2005

The only thing mankind has over nature is "knowledge."

- The "Velnu" superconductor rail guns (solenoid quench system) are constructed in three places on Earth. Optical camouflage deployed in combat. Use continues until 2040.
- The Asia Alliance formed. Asia unified under slogan of "Learn from the E.C."

2007

- India begins experiments with ramjet space plane.

2015

- Chairman Henry Christo's death and the Japanese miracle. Movement to end the war starts.
- Pakistan builds a filtration plant in Mongolia.
- Advances take place in solar-energy technology. Results in development in lower latitudes of world. Japan makes more money again.

England drops out of fighting. Reconstruction starts.

- The mechanism of "memory" is discovered.

2024

- Experiments with molecular-engineering robots take place at the Aristo Luna city. Dome No.1 is built. Moon base starts operation with thirty people.

Cost too high. Poor results given amount of energy consumed (Navy uses).

- Arguments ensue over the Computer Brain Pollution Report.
- Laser weapons and large numbers of cyborgs introduced in combat.

cost involved thus gives impetus to ending the war. The laser weapons developed are not the raygun type, but a type of shock weapon used as anti-personnel and anti-light vehicle guns. Those readers who want to know more about my image of future laser weapons should refer to the special supplement of Japan's *Science* magazine, volumes 33 and 53. Laser weapons are an interesting prop for the world of manga, but in the world of *Appleseed* they've fallen out of favor and are only used when use of the Hermes antigrav material begins (for the sensory system, too).

Most people probably think of Vietnam when they think of getting bogged down in a war, but in this story the situation is closer to an old-fashioned war. Cut off from information, people resort to new types of stone-age weapons and to beating each other over the head with them—if man's inhumanity to man is a permanent condition, then war is always as dirty as ever (not having experienced it myself, of course, I really can't speak with any finality).

Getting back to the comet, there are those who say the probability of Earth being struck by one is so low the idea is ridiculous, but to me, this argument

2026
- War ends. Asia wins. Earth becomes a unified block.

2027
- Japanese politics computerized. Baby boom occurs. True Silicon Age begins.

2029
- Manned flight from moon to Mars. Departure for Phobos.
- Armored shell exoskeleton unit created by Poseidon.
- Silk Road Rally inaugurated.
- Orion Group starts resource reclamation and removal of radioactive contaminants.

2030
- Mars manned exploration team returns to moon (stays one week).
- Appleseed Plan begins (construction of Olympus nearly completed). First generation of bioroids appears. Reconstruction work of all preserved animals begins.
- Leningrad Olympics.

2048
- Hecatonchires system. Incidents of sudden insanity erupt (fourteen out of fifteen cases).

2061
- Halley's comet returns. Shirow Masamune's 100th birthday.

2062
- Dr. Matthew born.

2074
- Hitomi (late third-generation type) born.
- Molecular engineering robots introduced to Mars.

2036–38
2041–42
2045–46
2049–50 | ***Hermes developed.***
2053–54
2051–58 | ***Martian polar caps destroyed with mass-driver. Seas appear on Mars.***
2082 | ***Manned scouting mission leaves Mars for Titan.***

(Solution appears possible for the North-South problem)

has always reeked of political overtones, and probability itself is an awfully tricky thing. In *Appleseed*, our solar system is one in which "falling stars" are a reality, and we're directly located on an asteroid commute route. This is probably because the universe always tends to be a little tilted, as popular theory goes (of course, one can always question the reliability of one's sources of information, but I do think it's unwise for a rank amateur to blindly question and offend the experts). I may be misconstrued because I am overstating things somewhat, but at least I'm not going around yelling about the end of the world like some people.

The Appleseed Plan mentioned here, of course, refers to bioroids and total management of urban functions, and is not to be construed as the construction of cities themselves. The first and second generations referred to are not human generations, and should instead be thought of as having the nuance of "models" in the same way that we refer to first and second generations of computers.

The fact that recovery is still taking place in 2050 A.D. indicates how much damage was incurred during the war.

2076

- Cyborg Association formed. Shows advanced cyborg technology, parts, maintenance, etc., are no longer regarded as top-secret. Poseidon's Cyborg Corporation starts functioning. Standards are unified, common parts are employed, and a War Victims' Association begins charitable work. Black market dealings in cyborgs become rampant.

2089

- Three-hundredth anniversary of the French Declaration of Rights. Reconstruction gets underway in all nations (finally).

Advances made using ocean technology as a shield.

2096

- "Bri" (Briareos Hecatonchires) is born. Parentage unclear. (Poseidon mission to Mars's great northern sea.)

2100

- The Organization to Supervise International Agreements—"Central Management Bureau"—starts operation. Trade starts.
- Bri scouted by Soviet Union's KGB.

War disasters: heavy damage.

↓

Regeneration:
Uses power of man and science.
Limited resources.
Limited information.
Limited range of human ability re-programming.
Regeneration of industry.
Regeneration of distribution, etc., etc.
Done with the cooperation of Olympus.
(This is a long, drawn-out process. Takes a hundred years.)

Blue sky returns.

2102

- Amazon reconstructed. Japan's filtration plant shuts down. "Greenification" continues. July 7 declared "Earth Resurrection Day." Earth summit held under sponsorship of United Nations.

2105

- Deunan Knute born.

2106

- Bri's first paying work. Undersea cables, communications satellites installed; networks restored (progress slow).

Progress slow.

2108

- Bri kills his commanding officer and flees. Thereafter works freelance.

Around 2080, things look about the way they are depicted at the beginning of *Appleseed* Volume 3. By 2110, things have recovered to the point where they look more or less the way they do in Eastern block nations today. As it says in the opening of *Appleseed* Volume 1, "In every corner of the world . . ." in 2125 A.D., certain regions once again start regressing, and this continues until 2060. This is clearly because of the Appleseed Plan, but the reason is not mentioned in *Appleseed* Volumes 1–4. As shown in the beginning of Volume 2, terrorist activities directed against Olympus continue on a sporadic basis even after that time.

Even after the Bezekric incident, Israel continues to go its own way. Intervention by other nations in domestic politics doesn't stop with WWIII, but the bonds between Jews throughout the world remain strong, and they set up a base on Venus's Ishtar. But their dream of Jerusalem doesn't go away for generations (eventually, in the third generation of Venus settlers, it finally weakens). In 2131, Deunan and Bri finally return to Olympus. After two world wars, Olympus holds the key to revival, to the mysterious struggle, and to space diplomacy. It is the true savior of Earth, and a

2115

- Deunan's mother murdered. Father and children go south.

2116

- Deunan meets Briareos. "Bri" retires, joins Carl Knute's team.

By this time Deunan has already finished her anti-terrorist training (knowledge manipulation techniques / active style) and her mindset training.

2122

- Deunan enters the Police Academy.
- Bri has an "accident" and becomes a cyborg.

The accident apparently had something to do with his life prior to retiring.

2123

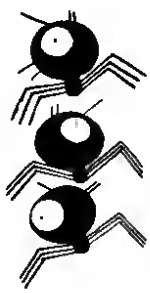
- Deunan transfers to Special Training Center. Starts work after seven months of training.
- Bri enters rehab center. Newly developed Hecatonchires system introduced.*

No real on-the-job training

2125

- Appleseed Plan introduced at general meeting of United Nations (not revealed to general public yet, however). Armed struggles erupt around the world. The information network becomes even more disrupted than before. Medium scale, multiple ethnic conflicts and urban riots are also a problem. Biological and chemical weapons also used.
- First Hermes lifting system completed. Becomes a multi-legged gun platform.

Some historians refer to this as "World War V."



2127

- Appleseed Plan revealed to the public for the first time. Reconstruction proceeds around the world. Plans for legislature formed.
- September: Deunan and Bri move to Olympus. Attack on Gaia occurs.
- Ancient ruins discovered on Mars. Possibility exists of a prehistoric civilization. Theory of the Hermes colony.
- November: Multi-legged gun platform ceremony. Becomes the Gaia incident.

2128

- June: Benandanti operation.
- July: Artemis taken away.
- August: Artemis goes to Hitomi's house.
- September: Bezekric incident occurs. Israel maneuvers in secret and Munma hard-liners lose strength. Imperial Americana and U.S.–Soviet Alliance. Return to détente. Archaeological expedition leaves Earth to explore ruins on Mars.
- The OAS hijack incident occurs. Aegis plan introduced everywhere.

2129

*Also called "sleep."

- Deunan and Briareos leave for Poseidon. "Deep cover.*"
- Japan rocked by arguments over turning socialist.

2130

**No king exists, so this is a figure of speech.

- Olympus and Poseidon jointly announce a plan for a thousand-year "monarchy.**"
- Formal diplomatic relations established with the Orion Group. Molecular robots introduced into the development of Venus. Corporate activities start on both Ishtar and Aphrodia.

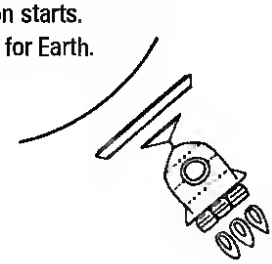
2135

- Emissaries from Centauri visit the planet. Permanent teleport gate established on Io.

2147

Humans thus avoided relinquishing their position to cockroaches (or rats), and went on to flourish and create their own futures.

- Starseed No.1 launches from Earth. (Principles of interstellar navigation imported. Diffusion method and Esoteric method.)
- Venus plans take shape. Exploratory migration starts.
- Space diplomacy era begins. New beginning for Earth.



source of problems and of convergence, and for both Deunan and Bri, it is also a home.

Earth's resources are finite, and if peace continues, the human population increases. For the time being, this problem can be solved by production technologies and by preventing pollution, but a long-term solution is impossible without going into outer space. The amount of resources and energy available in the universe is literally astronomical. Depending on how we act, it may indeed become ours for the taking.

■ **THE ORION GROUP**
Carries out the Appleseed Plan. Volume 5.

■ **THE URBAN PLANNING GROUP**
Built Olympus. Gave birth to the Central Management Bureau.

■ **OLYMPUS—CENTRAL MANAGEMENT BUREAU**
The organization central to Appleseed. Formed to ensure the survival of a threatened Earth and humans. Run by bioroids. Head of the Executive Ministry is the highest official.

■ **POSEIDON—GREATER JAPAN TECHNOLOGICAL RESEARCH CENTER**
A force rivaling Olympus. Possesses powerful business skills and will go anywhere, do anything for profit. Has connections with all the other forces through economic relationships based on exports of high-tech items.

■ **U.S.–SOVIET ALLIANCE**
A nation spanning both the old superpowers—the U.S. and U.S.S.R. Policies lean toward those of Olympus. Currently squared off against Imperial Americana.

■ **IMPERIAL AMERICANA**
A right-wing nation based in the south of the old U.S. In a struggle with the U.S.–Soviet Alliance, and on bad terms with Olympus.

■ **THE MUNMA HOLY REPUBLIC**
A new state formed in the Islamic part of the world, based on the Munma religion. A flash point for disputes in the area.

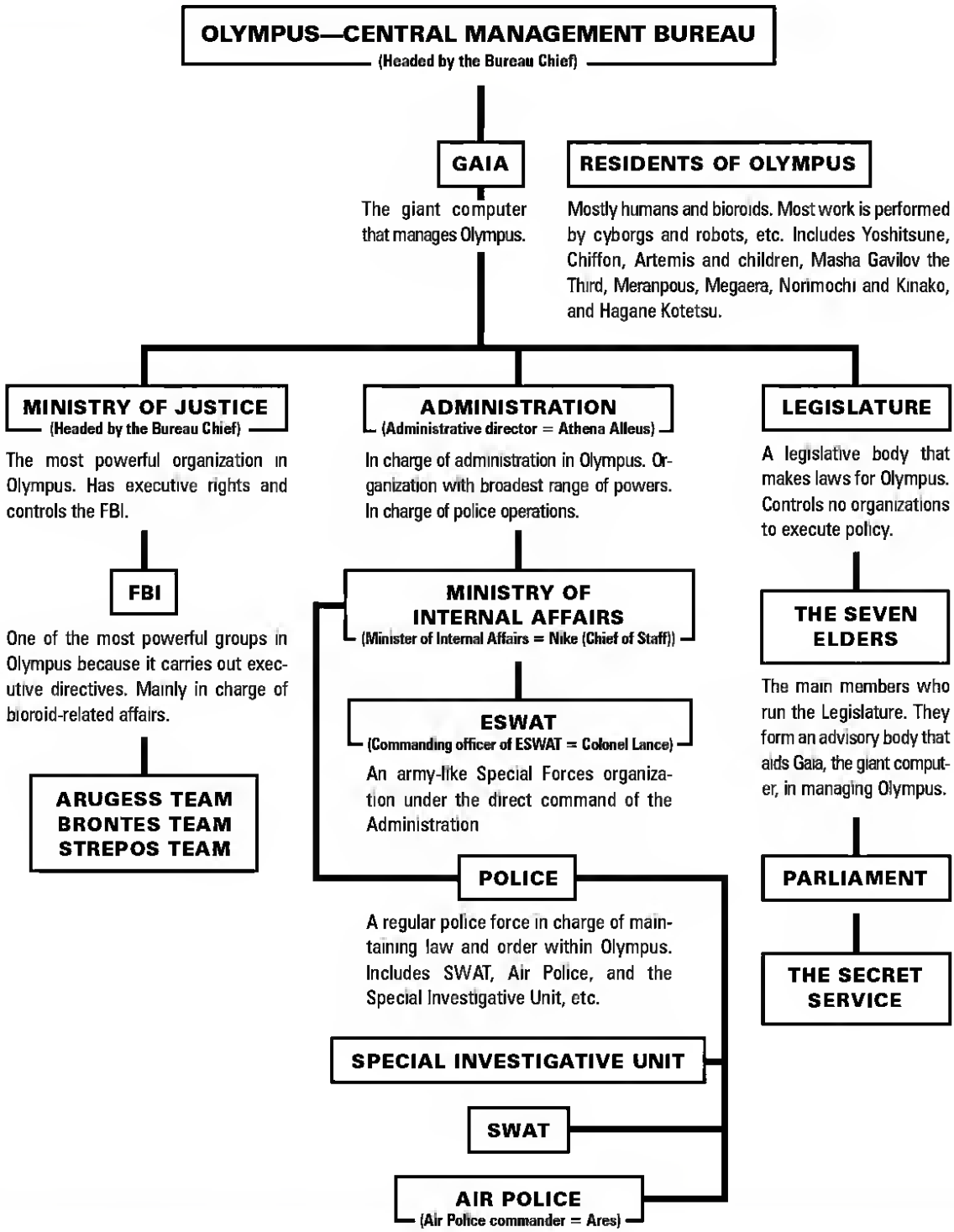
■ **ISRAEL**
A powerful surviving force in the Middle East. Possesses top-notch intelligence capabilities and is a flash point for conflict in the area.

■ **ENGLAND**
Survives as a nation, but many details about it are unknown.

■ **FRANCE**
Completely humiliated by Olympus' ESWAT team in the Benandanti operation.

■ **OTHER NATIONS**
Many other nations that readers are familiar with, such as China, also still survive.

ORGANIZATION OF THE CENTRAL MANAGEMENT BUREAU

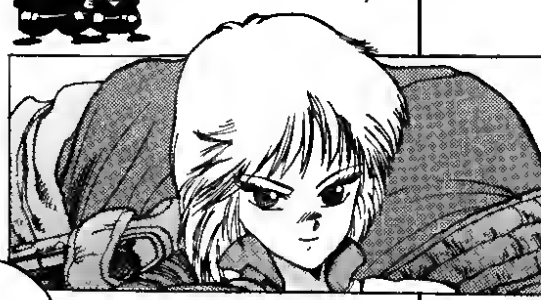

OLYMPUS—CENTRAL MANAGEMENT BUREAU
(Headed by the Bureau Chief)
GAIA
The giant computer that manages Olympus.
RESIDENTS OF OLYMPUS
Mostly humans and bioroids. Most work is performed by cyborgs and robots, etc. Includes Yoshitsune, Chiffon, Artemis and children, Masha Gavilov the Third, Meranpous, Megaera, Norimochi and Kinako, and Hagane Kotetsu.
MINISTRY OF JUSTICE
(Headed by the Bureau Chief)
The most powerful organization in Olympus. Has executive rights and controls the FBI.
FBI
One of the most powerful groups in Olympus because it carries out executive directives. Mainly in charge of bioroid-related affairs.
ARUGESS TEAM
BRONTES TEAM
STREPOS TEAM
ADMINISTRATION
(Administrative director = Athena Alleus)
In charge of administration in Olympus. Organization with broadest range of powers. In charge of police operations.
MINISTRY OF INTERNAL AFFAIRS
(Minister of Internal Affairs = Nike (Chief of Staff))
ESWAT
(Commanding officer of ESWAT = Colonel Lance)
An army-like Special Forces organization under the direct command of the Administration
POLICE
A regular police force in charge of maintaining law and order within Olympus. Includes SWAT, Air Police, and the Special Investigative Unit, etc.
SPECIAL INVESTIGATIVE UNIT
SWAT
AIR POLICE
(Air Police commander = Ares)
LEGISLATURE
A legislative body that makes laws for Olympus. Controls no organizations to execute policy.
THE SEVEN ELDERS
The main members who run the Legislature. They form an advisory body that aids Gaia, the giant computer, in managing Olympus.
PARLIAMENT
THE SECRET SERVICE

DEUNAN KNUTE [AGE 23]

Appleseed is set 130 years in the future, so as I have written elsewhere, Deunan is a complex mix of several races. As far as I can recall, however, I've never made her of Japanese descent. Who cares, anyway? Sorry, but her measerements are a secret.

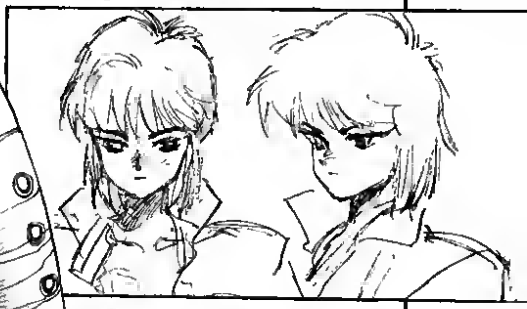
Deunan's right-handed, but she's trained to be ambidextrous when necessary in combat. She's also right-eyed, and her ability to spot moving targets is unrivaled.

Multiple implants in her body filter out most drugs and viruses. These are only for her vascelar system, though. Her nervoes system is vulnerable to powerful chemicals and gases absorbed through the skin. It's fully capable of warding off such things as mild anesthetics, chloroform B, and lysine, however. Deenan's shown here in one of the standard ESWAT outfits. Her personal dress, needless to say, changes every day.



Deunan, at the time of her actual debut. (x1.0)

A rough sketch of Deunan. (x1.0)



For some reason, there are hardly any rough sketches of Deunan. The two above were a couple of draft ideas for Volume 3 that I wound up not using.

Anti-projectile, anti-blade protection wear from Kenbishika Research.

Always carries two knives, nocturnal goggles, painkillers, and mini-burner, etc.

Detection unit

Gover

C6 remote mines

Seburo Bobsons

Poseidon Norinco Inc., mulopurpose handgun ("Gong")

Bivouac sack

Victorinox "Fisherman"

Night-vision goggles

Mini-burner

Mini-knife

Matte-handled titanium-blade knife

Seburo J9 9mm with HV shells—an assault machine gun used against armed infantry

The Gover Deunan wears strapped to her chest obviously has the bullets removed. She's not involved in this sort of work out of some sense of justice or a particelar desire to fight. In this story, one of the premises is that you may get involved over yoer head in this business, but you'll never be able to get out.

BRIAREOS (BRI) HECATONCHIRES

[AGE 32]

The illustration below shows what Briareos looked like when Deunan first met him. Perhaps because of his occupation, he has already altered his face somewhat.

Bri's senses are augmented with an auxiliary brain that is a dedicated information processor. It handles information not in numerical format, but by transmitting concepts.

Only one cyborg in a hundred or so is said to be perfectly coordinated, and Bri is one of them. Cyborgs are particularly susceptible to changes in temperature and level of mass stress, but Bri is able to maintain a very constant level of performance.

Twenty years old! Deunan was just a kid of eleven at the time.
HEY! I'VE GOT A RIGHT TO WEAR CLOTHES!
Six years older. But Deunan was still only seventeen—so young!
Early bullet-proof armor.
3
Back looks like a crab

Bri's skin is elastic and warm. Cyborgs can adjust the surface temperature of their skin, but to protect those parts that are human (central core, autonomic nervous system and organs, reproductive organs, etc.), the temperature is normally not set very high. Bri's skin temperature is also close to that of humans because of Deunan. Also, he does have sensation in his skin.

The illustration on the left is what Briareos looked like when Deunan last saw him. Right after this, he was caught in an explosion and began his cyborgization.

Here's the "ruined" Bri, emerging from his chemical bath.

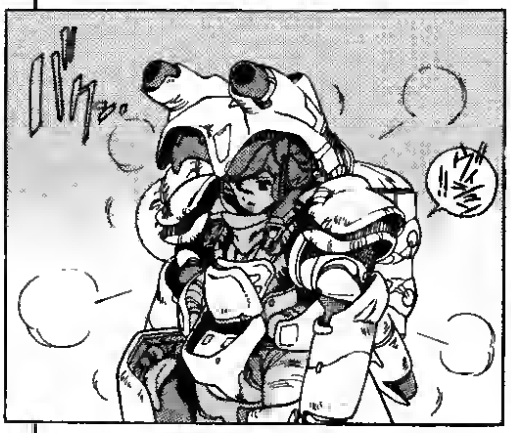
Like a human, a cyborg's maximum output cannot be precisely measured. Using most of his muscles in a well-coordinated fashion will, however, lead to greater output. Cyborgs are often ranked by multiples of the ratio between the number of their muscles and the output of each muscle, but this is virtually meaningless.

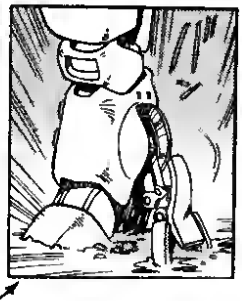
Deunan's cranky old man.

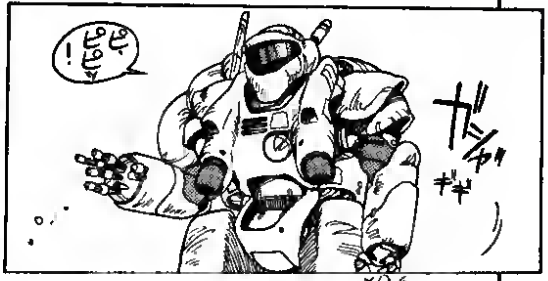
HITOMI

Hitomi's an important character, in the sense that her presence makes Olympus seem more like a utopia. She's been alive a long time, and as a result has a lot of hobbies and is very talented.

I have a lot of rough sketches of Hitomi. She's a fairly unstable design, still evolving. The drawing on the left was created before the first paperback volume came out, and I refer back to it for continuity every once in a while. The three panels below are rejects from the scene where Hitomi makes her first appearance. The screen tone was added for this book. Since Hitomi has a rather "average" look to her, I tried to give her mecha armor a relatively "ordinary" look.





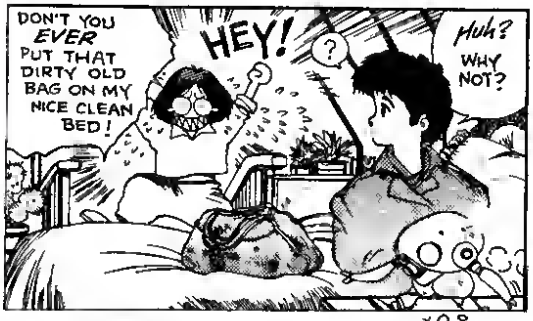


★ I use highlight lines the opposite way now.

In the older sketches, his costume looks sort of SF in style. I should point out here that 90 percent of the costume designs in *Appleseed* are originals.

YOSHITSUNE MIYAMOTO

One of the luckiest sorts in Olympus. Perhaps because he's a mecha-maniac, he spends all his money and never manages to save anything. He's really a fairly insignificant character, but he has some mysterious quality that makes me always have fairly high expectations for him. His technical expertise is really only average.

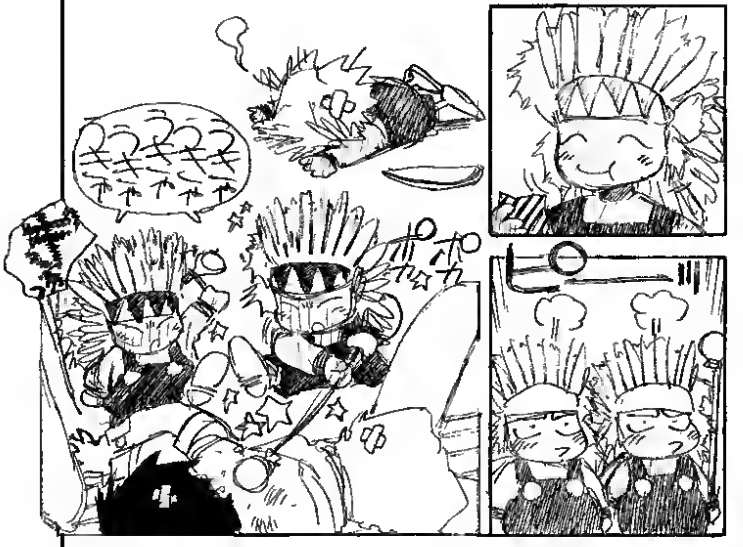


The gap between these two can be hard to bridge.

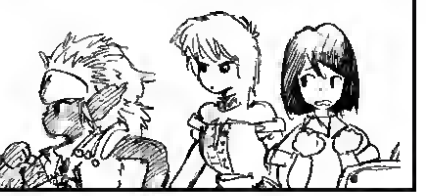
ARTEMIS

If you're wondering why the Artemis of Greek mythology would be related to e cet, please refer to the section on Typhon ie Volume 1 of the book on Greek mythology published by Kinokeniya Books. Artemis' character is composed of wildness and freedom and the huet and the primitive drabolical forces symbolized by the moon. In the story, though, I maiely drew her to act as a foil and irritant for Hitomi.

These rough sketches were pulled out of a pile of rejects.



The trials of Hitomi.



"Artemis" is actually the name of a bioroid model. Her real name is "Alpeia." Her three children are Artemis-Telon, Artemis-Selene, and Artemis-Hecate.

Artemis is a character created to represent the principle of life, of taking the bubbles of the universe and half-fusing them, half-making them coexist, and making them ever more complicated. She makes sounds but does not speak.

Hybrid-type bioroids like Artemis are unusual. But she was also created to suggest the existence of technology that is being used to manufacture new types of plant and animal life around the world, for food and also for the environment.

GUNS: THE MORE YOU KNOW . . . THE MORE INTERESTING THEY ARE

Rifles, shotguns, handguns, stun guns . . . we use the word "guns" liberally, but guns come in all sorts of shapes and sizes and powers, with a wide range of uses. In the Appleseed *world, however, guns usually refer to weapons that can be carried and fired by individuals. Most guns rely on an explosive force to fire the bullet on its way, but there are also guns that do not. The classification of "guns," therefore, is fuzzy and unclear, but it nonetheless exists. Let's take a brief look at some of the different types of guns.*

MACHINE GUNS | One of the most powerful types of guns, machine guns can fire bullets on a continuous basis. Not many are used in the *Appleseed* world. Some of the slightly larger caliber automatic cannons are also included in this category.

RIFLES | These include the automatic rifles, or "assault rifles," that are commonly used by the military. In *Appleseed*, the difference between automatic rifles and submachine guns is rather blurred.

SHOTGUNS | Shotguns are sometimes called "scatter guns." They are particularly useful weapons in that a wide variety of ammunition can be employed depending on the situation and the need. Many different types of shotguns are still in use in *Appleseed*.

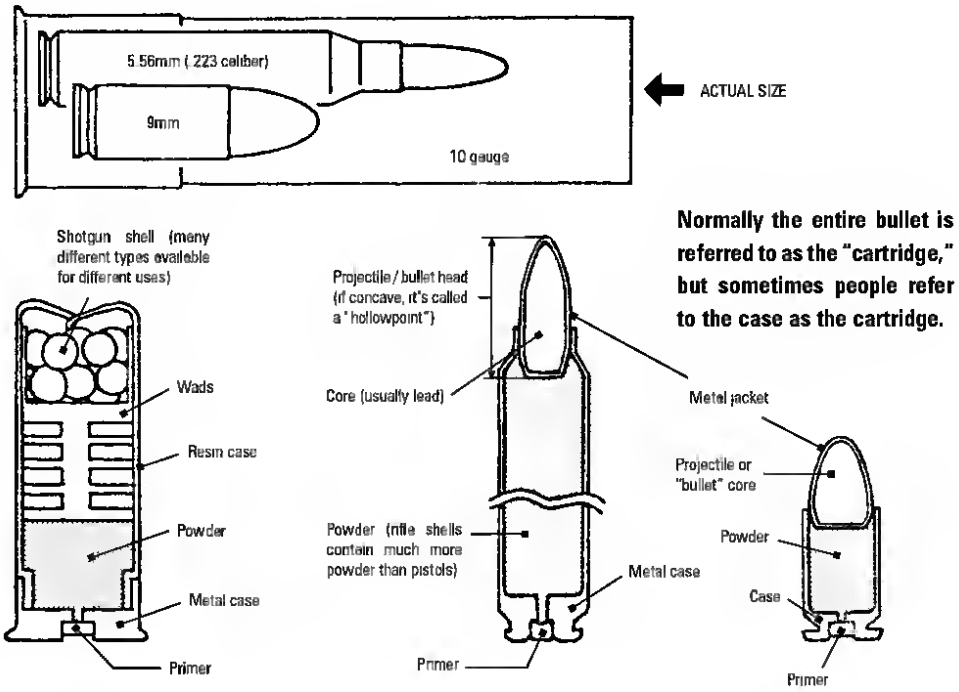
SUBMACHINE GUNS | These compact firearms originally would have fallen into the low end of the automatic rifle category, but they're the main weapon of *Appleseed*'s Olympus ESWAT teams. In *Appleseed*, submachine guns have far greater functionality and destructive force than they do today. In Volumes 3 and 4, the ESWAT team members use submachine guns.

HANDGUNS | Often called "pistols," handguns include revolvers and automatics. Because they can be used with one hand, they're still used by police forces and others in the future. In *Appleseed*, all types of handguns are used, depending on the occasion and the destructive force required. Deunan's "Gong" is a handgun.

STUN GUNS | Stun guns are not designed to kill targets, but to render them powerless. They rely on electric shock or anesthetics and sometimes rubber or plastic bullets. There are dedicated stun guns, but regular guns are sometimes converted to stun gun use by simply loading them with the appropriate ammunition. Deunan's "Gong" becomes a stun gun when she loads it with stun bullets.

MINES | There are many different types of mines, including anti-personnel mines and anti-tank mines. The ones used in *Appleseed* are even more vicious and intelligent than those of today, and capable of aggressively attacking the enemy.

ANTI-TANK WEAPONS | These are mainly anti-tank rockets and missiles—guns and systems—used to attack armored targets. The anti-tank cannon that Briareos uses to destroy the giant in Volume 4 falls into this category, but it's really too big for the average human to use.



Normally the entire bullet is referred to as the "cartridge," but sometimes people refer to the case as the cartridge.

HANDGUN AMMUNITION | Refers to the bullets used in both handguns and submachine guns. For automatics, the most common bullet sizes are .45 caliber and 9mm, and for revolvers (including the .357 Magnum), .38 caliber. 10mm is also a fine size, but it probably came on the market a little too late. ".38 Special" bullets and 9mm bullets have almost the same destructive force.

RIFLE AMMUNITION | Rifle bullets of small caliber and high initial or muzzle velocity are something of a fad recently (for the same reason similar ammunition is popular for anti-tank guns). The United States military uses a standard .223-caliber (5.56mm) rifle bullet. NATO forces use a 7.62mm bullet, but they are in the process of converting to the U.S. standard of 5.56mm. (NOTE: Rifle and handgun bullets have completely different destructive power. At the same range that shootouts with handguns often take place (five to twenty meters), a rifle bullet can easily pierce a car door and a thick steel plate. Needless to say, the bulletproof vests worn by police officers, etc. are ineffective against rifle bullets. In TV shows and action films, handgun and rifle bullets often seem to have almost the same power, but it should be obvious that they are completely different.

SHOTGUN AMMUNITION | Shotgun ammunition was originally designed for hunting. It's some of the most vicious ammunition around, because it consists of a blast of dozens of tiny lead pellets. There are many sizes of shotgun shells, but the most common is twelve gauge. Different types of shells are used, depending on whether one is hunting birds or small animals, or deer and bear. Several types of non-lethal shotgun ammunition have also been developed for use in suppressing riots, etc. For your information, Deunan's "Gong" uses ten-gauge shells. It's a big gun!

■ DIFFERENT TYPES AND THEIR RELATIVE EFFECTIVENESS

Most of the shells used in modern anti-tank warfare are referred to by acronyms such as AP, APDS, APFSDS, HEAT, or HESH, etc. To anyone other than a weapons freak, these abbreviations probably have little meaning. It's the sort of information one can get by fine in life without knowing, but since certain comics and novels do place considerable significance on such things, I'll briefly explain some of the shells.

There are two main types of anti-tank shells: those that rely on kinetic energy and those that use chemical energy.

Armor-piercing shells are an example of the kinetic energy type, and they have been developed to a fairly high level of sophistication, as represented by the APDS (Armor-Piercing Discarding Sabot) and the APFSDS (Armor-Piercing Fin-Stabilized Discarding Sabot). The basic principle behind such kinetic-energy shells is simple: it consists of throwing the equivalent of a very hard rock (in this case tungsten alloy or depleted uranium) at someone or something at a supersonic speed (greater than or equal to 1600m/sec).

Chemical-energy shells are represented by HEAT (High-Explosive Anti-Tank) and HESH (High-Explosive Squash Head) shells. HEAT shells use the jet convections created by burning gas to melt armor and open a hole in it (the Monroe effect). They are also used in anti-tank weapons carried by infantry personnel and in the warheads of anti-tank missiles. HESH shells use a high performance explosive (a plastic explosive) that attaches to enemy armor. When it explodes, the resulting shock waves fragment the tank's armor from the inside and injure the people inside. These shells seem far more sophisticated than ordinary armor-piercing shells in the way they are designed to inflict damage.

There are also HE (High Explosive) shells, which are used against enemy personnel and buildings. And there are also MP (Multi-Purpose) shells, which are currently often used in place of either the HE or the HESH.

With kinetic-energy shells, an increase in caliber results in an increase in initial or muzzle velocity. There is also a direct relationship between caliber and armor-piercing capability with chemical-energy or HEAT shells. With HESH shells, for example, an increase in explosive power obviously translates into an increase in armor-piercing capability. As a result, most anti-tank shells currently are of the large 120mm class.

Of course, the parties being shot at with all this weaponry aren't exactly sitting on their duffs. They're busy thinking up ways to survive whatever is thrown at them. For example, a major increase in protection has been achieved for armored vehicles with the use of reactive armor or compound armor, as represented by the British Chobham armor.

Lest one think the latest model tanks are invincible, the new types of armor are unfortunately used mainly on the front. When a tank is hit from the rear, even a 35mm armor-piercing shell can inflict a fatal blow. And since tanks are more vulnerable to attacks from directly above, anti-tank missiles are being developed that specifically target this weakness. The typical armored personnel carrier is even more vulnerable than a tank and would be lucky to survive a direct frontal hit with a 20mm-class shell.

In conclusion, it's a continuation of the old battle between the sword and the shield . . . a battle that will probably continue forever.

This is a rough page layout made for Volume 4. Two soldiers discuss using HESH or APFSDS shells against Kainisu.

ADDENDUM: In the *Appleseed* world, despite advances in armor-plating material, even a regular-sized Landmate is vulnerable to a direct hit by a 20mm high-speed armor-piercing shell. The Landmate, in other words, should not be thought of as an invulnerable humanoid weapon, but as an extremely advanced bulletproof vest with a few extra functions. In other words, whether it's the twentieth century or the future, when you're hit badly, you're permanently out of the picture.

For the information of readers who plan to read the rest of this book, I don't go into great detail on the specifics of the materials used in exoskeleton armor. It's because I'm not a fanatic about this sort of thing and, frankly, I can't really identify with tech/number freaks. For example, in the Benandanti section in Volume 3, the bullets used are described as "5.56mm blacktips," but I could just as well have written ".22 caliber." It wouldn't have made a bit of difference. It's almost impossible to accurately represent the destructive power of a gun or the scale of an explosion, and there's certainly no need to express the hardness of the various metals used. I think it's enough to indicate in a scene that a particular type of armor is superior or that a particular gun has enormous destructive power. I'm not going around destroying cities with Magnums or bazookas or missiles. The right number of people simply have to carry around the right caliber guns in the right situations.

There are many types of guns used in *Appleseed*, however. An example is on page 140 of Volume 3, where Deunan switches guns and loads some ammunition that looks like mini-grenades, which are highly destructive, but not so incendiary. (It's important to realize that the bad guys here have every intention of shooting Deunan. Both she and Briareos have figured out whether their opponents are idiots or not by this time.)

The same situation occurs in Volume 4, when the giants are suddenly polished off. They're so big, they're easy targets. They're heavily armored, though, so shooting them with a small-caliber gun would be a waste of bullets. Since this was revealed in information given out in the briefing (some very specific technical details had been obtained in advance), Bri left on the mission with a large 20mm or 30mm cannon specifically designed to take out armored enemies. At that point (Volume 4, Chapter 21), the terrorists were already doomed. Such is the nature of war and the role of information in it; ultimately, being able to win the shootout is the only thing that counts. Bri was also able to blind them and to direct precision fire at the gaps in their joints. By the way, although it's a little unclear, I should point out that in Volume 4, Chapter 25, Bri shoots the "spider's" ammunition magazine and not the giant's joints. The two heroes of *Appleseed*—Deunan and Bri—are near-geniuses in their mastery of technique and in the senses they possess. That's why they are able to survive in the ruins of the cities and to make the transfer from SWAT to ESWAT. But they are not supermen or superwomen. They are simply highly trained professionals. Sometimes, therefore, accidents happen during training, and unit members are killed, but that's all unavoidable and part of the job. Someone once asked me why, during the training scenes at the beginning of Volume 4, they don't wear ear protectors and goggles, but I think it should be obvious that they would not train with something they would not use in actual combat. This is not supposed to be a training session for the "special units" we see in today's modern welfare states, after all.

In Japanese manga, one often sees a sort of pattern where every person in an organization has a special skill. They're often drawn as sharpshooters, explosives experts, and so forth and, like specialized parts in a system, unable to perform other tasks. In *Appleseed*'s ESWAT, however, there are few technicians of this sort. To the extent that time permits, the members are trained to master every technique. You can see this in the first party in Volume 3, the training scenes starting on page 199 (If you look carefully you can probably see that this is supposed to be a hijack situation and that the doors are shaped like those of planes or ships. Apologies to the people used as human

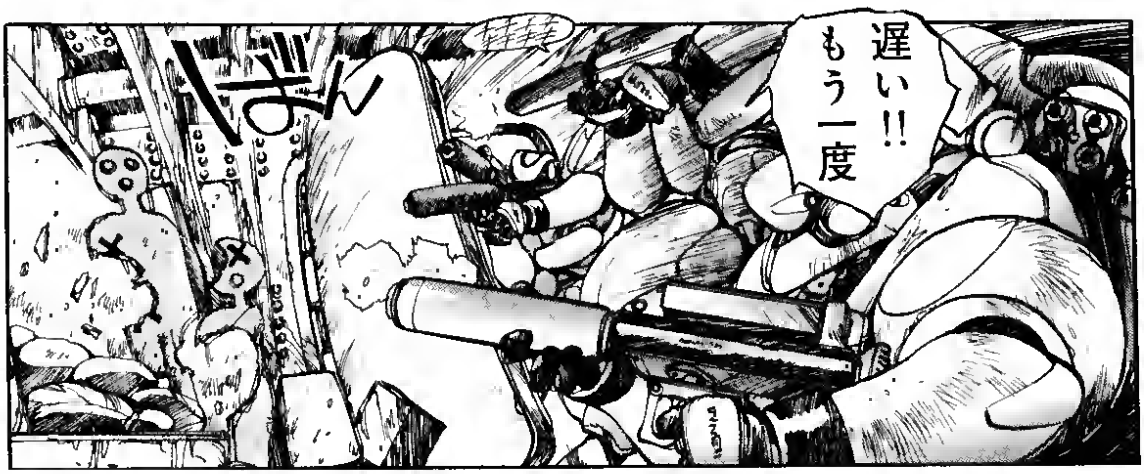
shields!), the scooter scene in Volume 3, and the bikes and forged letters in Volume 4, etc. You can also tell from the words of the colonel in Volume 2 that Deunan has also been put through sky-diving training (in Volume 4, she makes an actual combat drop). In the near future, she's also going to have some underwater training or underwater combat experience. (Whether I'll actually draw this or not is another matter.)

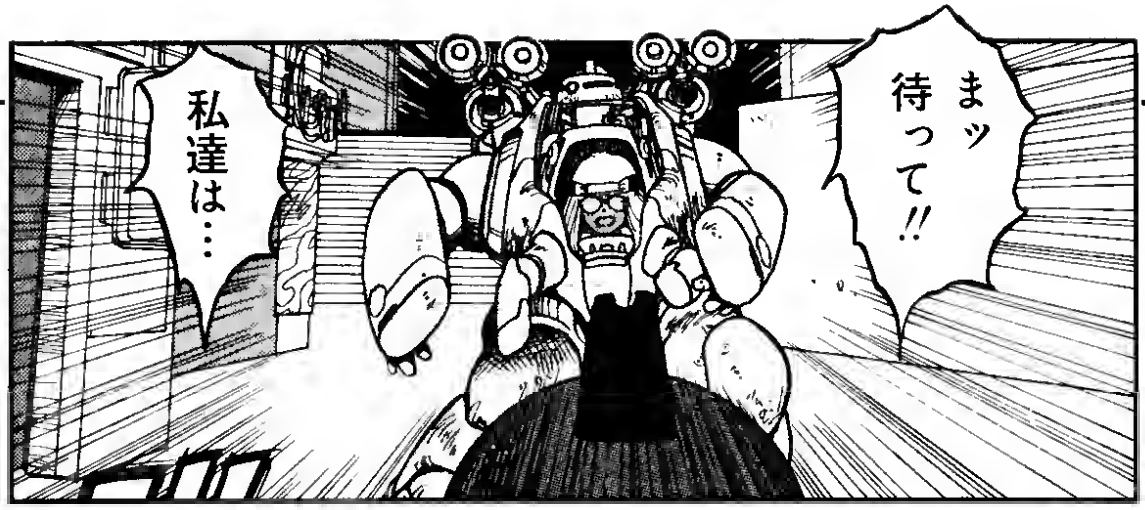
Our heroes are members of the special assault force named ESWAT, and their main line of work consists of counter-terrorist operations. The line from *CI5* about "an operative who specializes in destruction" sums it all up. In Volume 4 the pair do a little bit of tracking or trailing—it seems like detective work, but it's really not their main job. It's probably just become a little hard to completely separate the activities of the information and attack units. Terrorism is the primary form of warfare in the *Appleseed* period of history, and information wars and covert operations have ultimately become indistinguishable from ordinary crime in the streets. When I have our pair tail the bad guys a bit in Volume 4, it's partly to make sure readers don't confuse or over-associate ESWAT with the U.S. SWAT teams. They're completely different. As the colonel says, ESWAT is a military force. Its job is not just to control crime, but to carry out covert operations and engage in information wars. ESWAT inhabits an ugly shadow world. (That stated, I've drawn it in a rather attractive way, and I really haven't depicted much of the real human suffering.)

The overall story is structured around a "female," or conservative, viewpoint, and one reason for this is that continuity of life is fundamental to existence. In other words, the basic theme is survival, and coexistence with the "other," or with different beings. And the "other" in this case is represented by rational thought versus emotions, science and technology versus the "human-as-animal," or its alter-ego, the bioroid. If the story were not conservative in this sense, mankind would probably be destroyed, and rats and cockroaches would probably rule the world for hundreds of millions of years. A few surviving human mutants would probably try to resist, waxing nostalgically for their glory days.

It shouldn't be necessary to state at this stage of the game that the best survival strategy for man is coexistence. After all, if hawkishness and the desire for retaliation are all that survive a struggle, then the hawks will surely destroy themselves. But if people can learn to coexist, it might really one day be possible to create a kingdom that lasts for a millennium. I don't know exactly what form it would take, but I'm sure it would have a powerful and speedy information network and be very diverse, although there would obviously have to be some limits to the diversity.

The heroes of *Appleseed* have a complicated psychology. If I had been drawing in the style of girls'





manga, it might have been a bit easier to portray this, but for me it's an even more difficult style. To illustrate how complex their psychology is, in the last scene in Volume 1, Deunan shoots Chiffon, but it's because Chiffon's flamethrower nozzles are pointed straight toward her; it's not because she wants revenge for Bri, although it's true that she's angry. Deunan had already ended Chiffon's offensive capability. Chiffon dies, and our heroine isn't particularly happy about it, but that's life. I don't know whether Chiffon actually had shot Deunan or not, but from the dialog between them I sincerely doubt that Chiffon would have surrendered if Deunan had lowered her gun. Besides, Deunan's not such a rank amateur that she would have believed the words of someone involved in terrorism, even given the effect of the drugs.

Let me provide a little more background for the "Dry Run" chapter in Volume 4. When the bad guys are the only ones holed up or barricaded somewhere, all you have to do is use a powerful gas and then drag them out after they've passed out or collapsed. But such heavy-handed tactics don't work well when there are hostages involved. Gas diffuses through many rooms, so assuming the bad guys don't kill their hostages immediately, you will wind up putting the hostages to sleep, too. In the section I'm referring to, there's also a real danger that the bad guys will kill their hostages before they themselves pass out. In this type of situation, it's therefore necessary to use tactics that won't jeopardize the hostages—even in a worst-case situation. For the "Dry Run" rehearsal, therefore, the attackers open fire not to drive the bad guys back, but just to distract them for a few seconds.

Normally, if you were in a room and something suddenly flew into it, even if you were prepared and able to quickly recognize it, you would still spend several seconds focusing on it. You would sense it, perceive, and apperceive it. Then your brain would signal the next action for your body to take, and it would take even longer for your body to put that signal into motion. This reaction time can be shortened through training, but it can never be completely eliminated as long as the human motor system is controlled by our current nervous systems. Even espers probably can't drastically reduce the speed at which the brain operates. Imagine a huge flash of light, a "spinner" firecracker, or a piece of burning cloth that suddenly ignites in a small, cluttered room. Most people, when seeing a big flame or flash, would react by trying to shield their eyes and nervous system with their arms and by crouching. And the instant they see the flash or flame, they would probably also instinctively think, "I've got to put it out."

Diversionary tactics like this depend on timing and the people involved, and they're normally never employed in the first place unless some level of effectiveness can be assured. Tossing something into a barricaded room will temporarily confuse or dull the enemy's thought processes, and unless they are extremely well prepared and ready, it will get their attention by causing a rush of adrenaline, fear, and confusion.

In "Dry Run," Deunan and Pani are playing the role of the "bad guys," so they're able to respond very quickly. The attackers therefore toss in not just ordinary flash bombs, but ones that fire every few seconds with an explosive sound (the bigger the

better) and immediately diffuse a small amount of gas. The curtains catch fire, but it's not a major problem. Since there are hostages, the attacking team doesn't toss in hand grenades, blow up the room, and burst in wildly firing their guns. Smashing through the windows looks great, but it's surprisingly dangerous because if there's a protective shutter right after the window, the team members may be injured, their timing thrown off, and the hostages thus exposed to even greater danger. Thick glass, for that matter, is not only dangerous but difficult to smash. Finally, there's no guarantee that the team will always be able to come in through a plate-glass window, and one always has to watch out for sturdy cross-frames.

During the Korean Olympics, there were TV programs and an NHK Broadcast Satellite show that demonstrated how the Lotte Hotel was guarded in Seoul. The Korean SWAT teams charged in during a rehearsal, but it took them quite a while to get through the windows, get to their feet, and get their guns leveled and ready. In the United States, some teams are apparently divided into members who throw the diversionary smoke bombs and those who drop in during the assault, to reduce the time it requires. The ideal thing, of course, is also to be able to use one hand for descending on ropes and use the other for your gun. I remember one movie called *Who Dares, Wins*, in which the terrorists are depicted as a ridiculous bunch of fools, but in which the British SAS actually do a fairly good job of storming into the building. It was a much better executed assault than one in the West German GSG9 training film I saw. Since it was by the same people who made *CI5*, one would expect it to be good, of course . . .

Although I've personally never witnessed it, I've been told that when the SAS storm a site, they can shoot several people between the time they smash through the windows and the time they take up positions. I suspect it's true (and apparently for them there's nothing unusual about this at all).

In "Dry Run," the attacking team flies through the windows, hanging with their heads down. This is because if they went through feet first, I thought it would be hard for them to do a check by the window (they might sight a target, but have to twist their waists in order to shoot). Deunan, inside by the curtain, is spared in this maneuver. I also imagined that the first wave of attackers would secure the recesses of the room, and the second wave would be in charge of the rear. Deunan is instinctively able to time things from the type of stun ammunition used, and she thus shoots two of the men in the second wave who try to come in from windows on both sides. She shoots them either before they break the window glass, or at the exact same instant. What ultimately comes through the window and lands on the ground, therefore, are two dead bodies. In a manga, anything's possible, of course. The only people who could carry out this sort of thing in real life would probably be the SAS.

In "Dry Run," the team members don't eject spent cartridges, because they have cartridge catchers

attached to their guns. Once, I was asked if the guns used in the "Dead or Alive" chapter of Volume 3 were laser guns, but the answer is "no"—they were using cartridge catchers, too. Obviously, it would look a lot more "cool" if the team members were blazing away, spewing spent shells all over the place. It might even make the scenes look more convincing. But these people are pros, and they believe in leaving behind as little evidence as possible. Also, this way, when they write up their reports later, they don't have to collect all their spent shells and compare the number of shots they fired with the number of spent cartridges and bullet holes made—and they don't have to worry about tripping over the empty shells rolling about on the ground. Moreover, when they're shifting their guns about during the action, if they're using cartridge catchers they don't have to worry about being hit in the face and hurt by flying shells. As usual, I have to apologize for not making this scene clear enough.

In the GSGB training film shown on commercial TV, there was one team member who really blew it, and tripped. It occurred to me when I saw this that perhaps combat boots aren't the best thing for indoor use. They make a lot of noise when you clomp around in them. I know that boots protect you against nails and so forth if you step on them, but thick-soled sneakers have better traction and they are quiet. On a related note, I saw in a supplement published by Imidas that plainclothes policemen are called "dark-suits" or "gumshoes" (because of their rubber soles). I really wonder why anyone would wear combat shoes indoors. The shoes that Deunan and her pals wear, by the way, are like sneakers, but made of an especially tough material that hasn't been invented yet, a material so tough even a knife blade can't penetrate it (that's what I'm claiming, at least, heh heh).

In the illustration below, the "chik chik chik" sound is from Deunan's gun, and "SPAK SPAK SPAK" is the sound of her bullets hitting their mark. Deunan has heard the sound of glass smashing outside the room (from the break-in) and stepped into the hallway, thinking, "If they're not to the left, they've got to be to the right." The poor fellow shot up at the end of the hallway is simply out of luck. He was supposed to have shot Deunan as she sprang into the hallway, but he was a split second too late; he's caught in the curtain of fire she immediately lays down. She doesn't even wait to get a clear sight of him. He probably had let his guard down a bit, thinking that he'd made it through the break-in part okay, and that now all he had to do was secure the rear of the attack.

Deunan fires three shots at the man and two to the side of him. These other two shots are not necessarily meant to kill, but to pin down the support she assumes he has. She fires them because when she visually sights her unlucky first victim, she is already thinking ahead; the shots are consciously controlled. When Deunan ducks back into the room, the man at whom she had directed

her restraining fire earlier probably lets off two or three bursts from his gun around the entrance. (I haven't drawn this, but Deunan returns to the room, not to resist Magus and the third attacking wave, but because she needs to move the hostages for her next step. This is where Pani should act as the point man while she makes the move with the hostages, but both of them screw up here and are distracted by Magus' entrance.)

The only thing that concerns me here is the colonel. Why, despite having come to order the operation, does he wait beside Lance until the exercise is over and then call the team in to the briefing room? It seems like a waste of time. Weren't they divided up into standby groups? Of course, to draw a scene of fully armored people waiting in a room for twenty-four hours would certainly be a little problematic. In the end, though, it really doesn't matter—this is a comic, after all.

There's no scene showing Bri worrying about Deunan's injured eye, but even though it's not there, please be assured he did. Bri's not ignoring the fact that Deunan's injured; on the contrary, by not including a scene of him worrying, I wanted to indicate that the accident isn't related (sort of) to the next story that starts at this point. If I wasn't careful, Volume 4 would have turned into a dark and dreary tale of revenge, and I wanted to keep it as straightforward, as unemotional as possible. I therefore deliberately eliminated the scene where Bri should have gotten angry.

In the "Dry Run" chapter in Volume 4, I wanted to show that "hardening of the system arteries represents death"—that in an organization, making too many assumptions about the way things will proceed can be fatal, and that an assault conducted by plan or according to the book can be ruined by one unpredictable person.

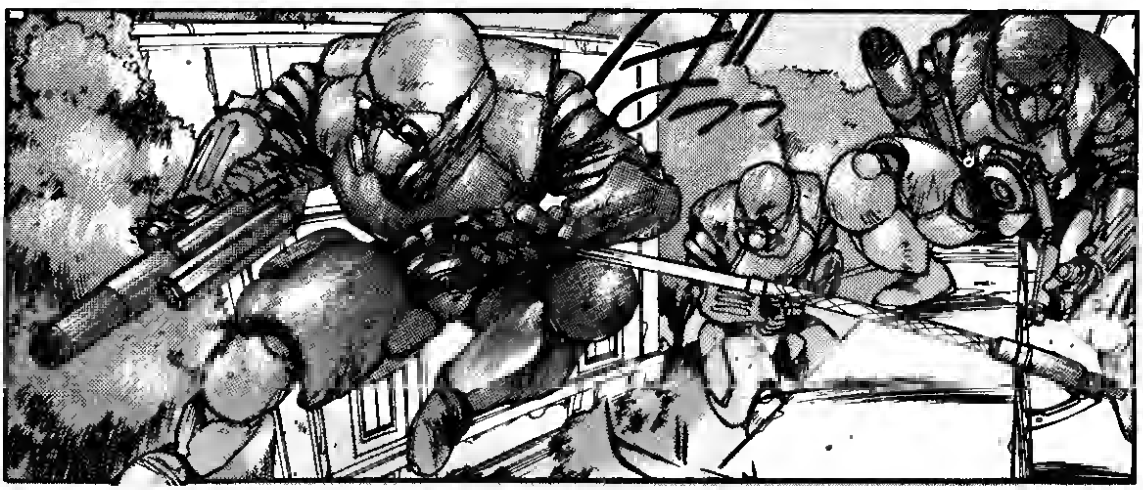
Since this isn't a novel, all this stuff I've gone on and on about probably really isn't all that important, and I probably don't need to go into it in such detail anyway. Because these are things not drawn in the story, however, the information should be thought of not so much as a supplement to the manga, but as a description of the way the story was plotted and formed. This is a "databook," and it's designed not just as a story supplement, but as background material showing how the story was formulated and some of the information that went into this process.

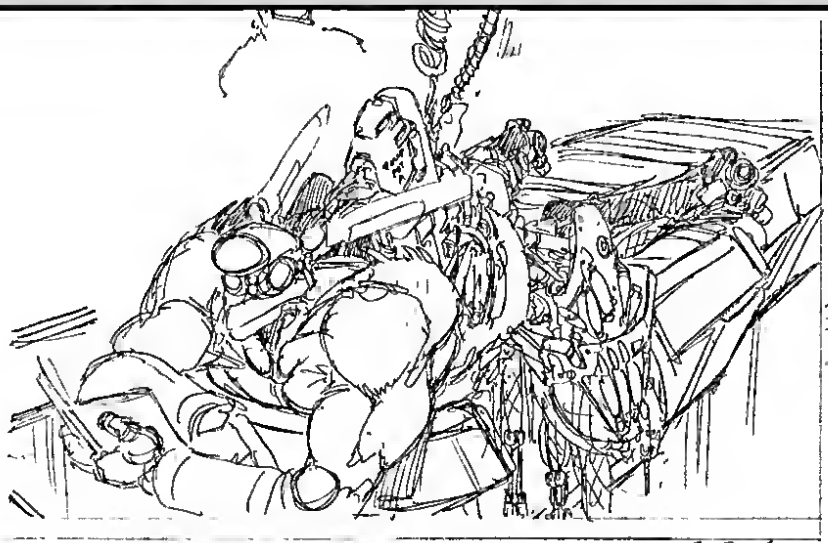
Also refer to the second panel on page 6 of "Dry Run" with the sausage-like "guts" device on the wall. Two assault team members have been stationed by the door, but I think the reader can understand from the illustration that they're not planning to go through the door, and are actually planning to go through the wall. As many people may recall, once before in France, a special forces squad tried to storm a site through the windows and doors, but the door was so solidly made that even explosives wouldn't work, and two people who went in through the windows without support were killed

by those inside. The bad guys inside a building are usually watching the doors and windows, so sometimes it's better to smash your way in through the walls. But when this is done, as in the movie, *Who Dares, Wins*, it's important in advance to slip a tiny camera (smaller even than a stomach camera) inside and get a good look at the layout of the room. It doesn't do any good if you also blow away the hostages being held inside. You can attach an endoscope (about the size of a thin pencil) to the camera or, as in *Who Dares, Wins*, employ a variety of equipment, including a direct videolink that allows you to peep inside. They used to have flexible fiberscopes, but now there's probably something even more advanced. This is off the subject, but some military and government buildings in England apparently have special bomb-resistant curtains (!). These are designed to stop shards of shattered glass from flying about. Makes me glad I was born in such a peaceful nation!

In "Dry Run," the first panel on page 5 shows special rappelling ropes with metal hooks that dig into walls under pressure, followed by 30cm sheath-like covers over the ropes. The covers help protect the ropes from excess wear, slippage, and even breakage where the ropes come into contact with the edge of the wall. There are no slings drawn on the guns in this panel simply because of laziness on the part of the artist. I thought drawing too many ropes and cables might be problematic, but actually on page 20 in the double-page chapter opening, I did draw ropes attached to the guns. Again, it's simply not included in this episode because of laziness. (I could say that I think it tends to clutter up the page, but in retrospect I really should have drawn slings in the drop scenes.)

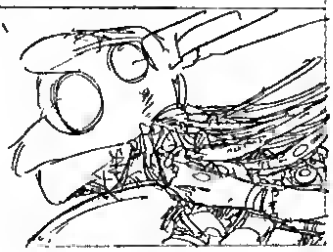
When Magus shoots the major in Volume 4, I didn't draw any spent cases, despite the fact the gun doesn't have a brass collector attached; it's not because the gun uses caseless ammunition (i.e., that the bullets don't need cases), but because the cases are flying out of the field of view on the page. I'm not particularly optimistic about the future of caseless ammo. Some readers may think that in the future all guns will use caseless ammunition, but I don't believe it's possible to assume any particular rate of technological diffusion in the future, so I didn't make the guns in the story caseless. If you look at the time line of the *Appleseed* story, you can see that most major factories were destroyed in World War III. Rather than mass producing new caseless guns and rifles, it's probably more cost-effective and faster to keep using existing ammunition and rifles. Whatever technology is in current use tends to have a great deal of momentum. In reality, research and development on caseless guns will of course continue, and they will probably become the dominant type someday, but in the *Appleseed* world, caseless is a loser.

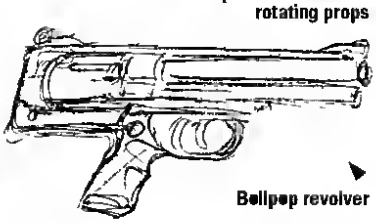




Briareos having some maintenance done ▲

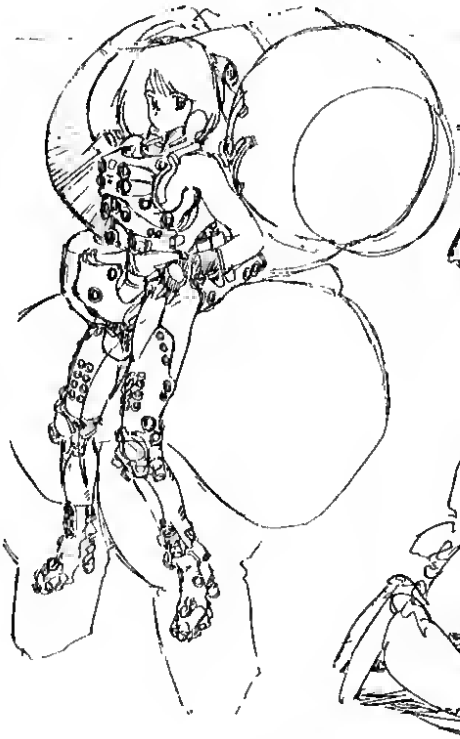
Helicopter with counter-rotating props ▲

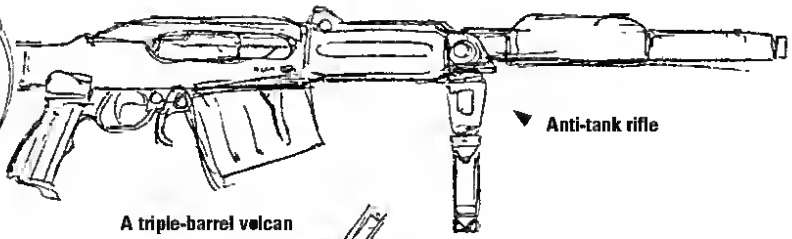




Bullpup revolver ▲

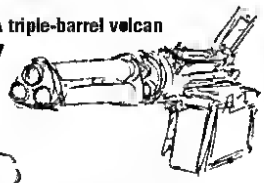
▼ Cute little Hitomi in her LM

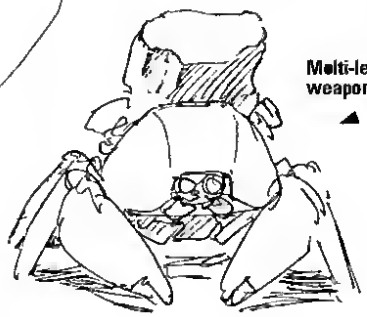




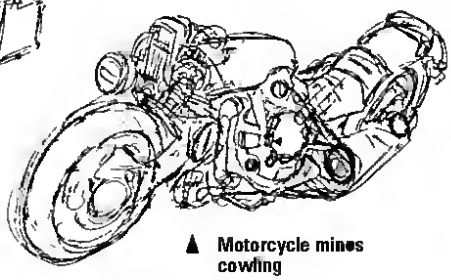
▼ Anti-tank rifle

A triple-barrel volcan ▼

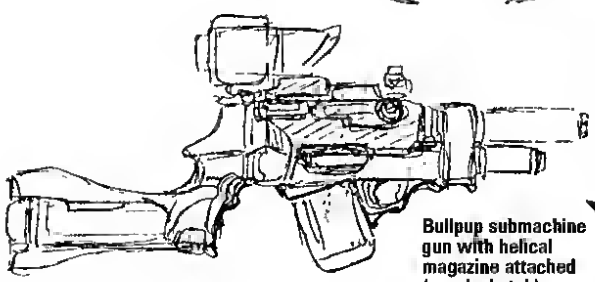




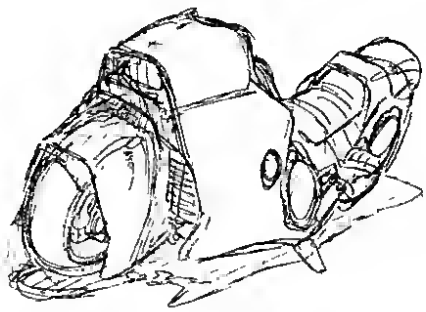
Multi-legged weapons platform ▲



▲ Motorcycle mines cowling

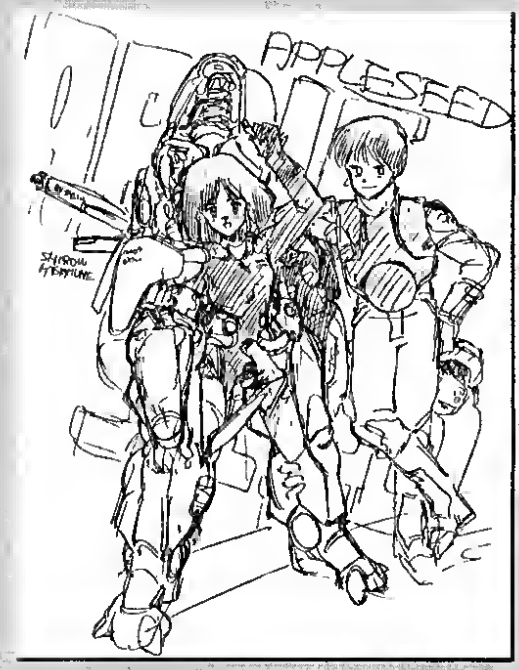


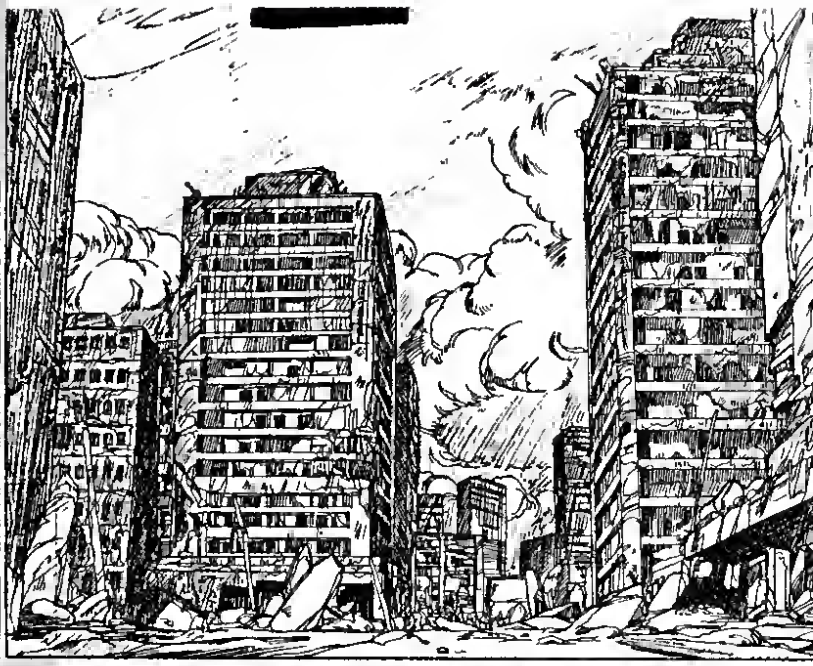
Bullpup submachine gun with helical magazine attached (rough sketch) ▼

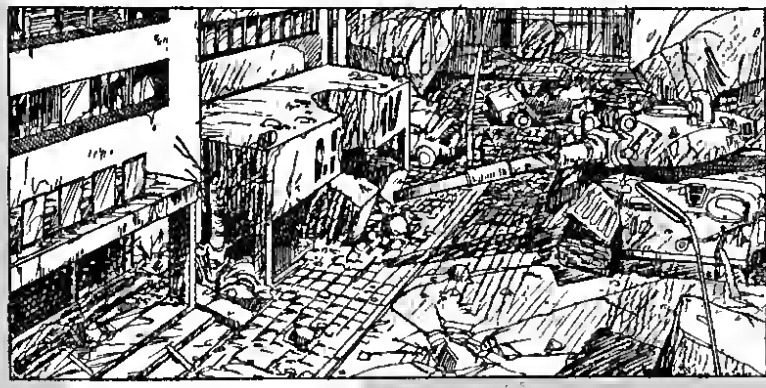


▲ Motorcycle with cowling

Rough Sketch for a frontispiece illustration

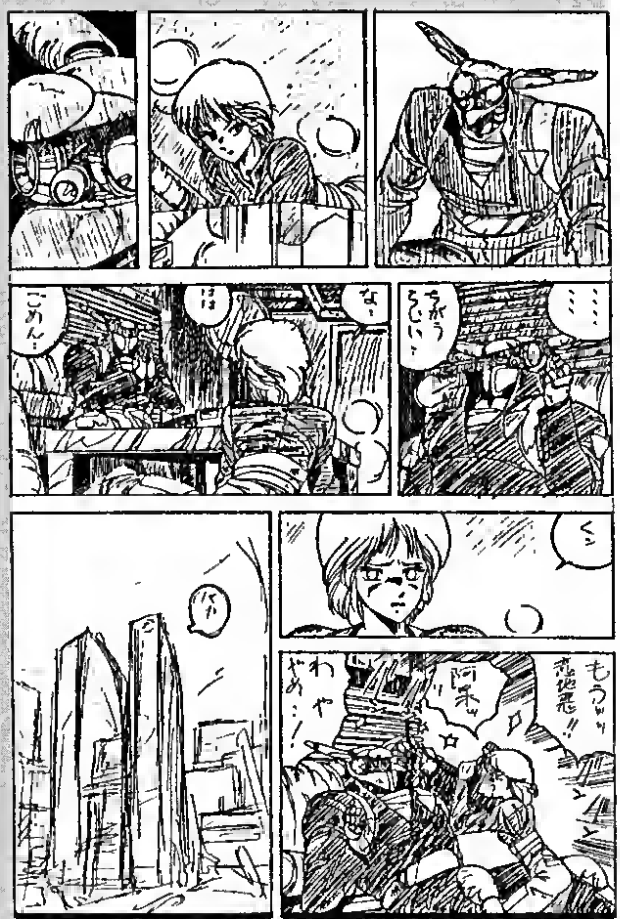


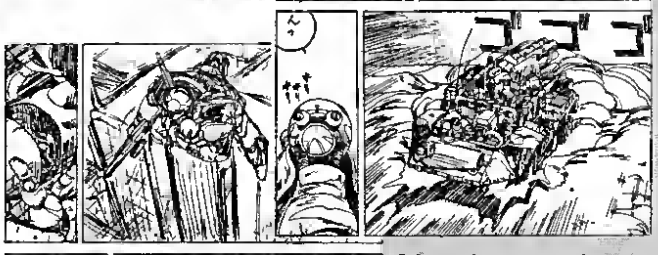




ANOTHER APPLESEED WORLD

The next four pages are rough sketches that were never used in *Appleseed*. Among them are some particularly good ones created for Volume 1 that were inked but wound up never being published. After Volume 2 there were also a lot of drawings that were jettisoned because there simply weren't enough pages to fit them in. We thought *Appleseed* fans would like to see some of those that feature Deunan and Briareos.





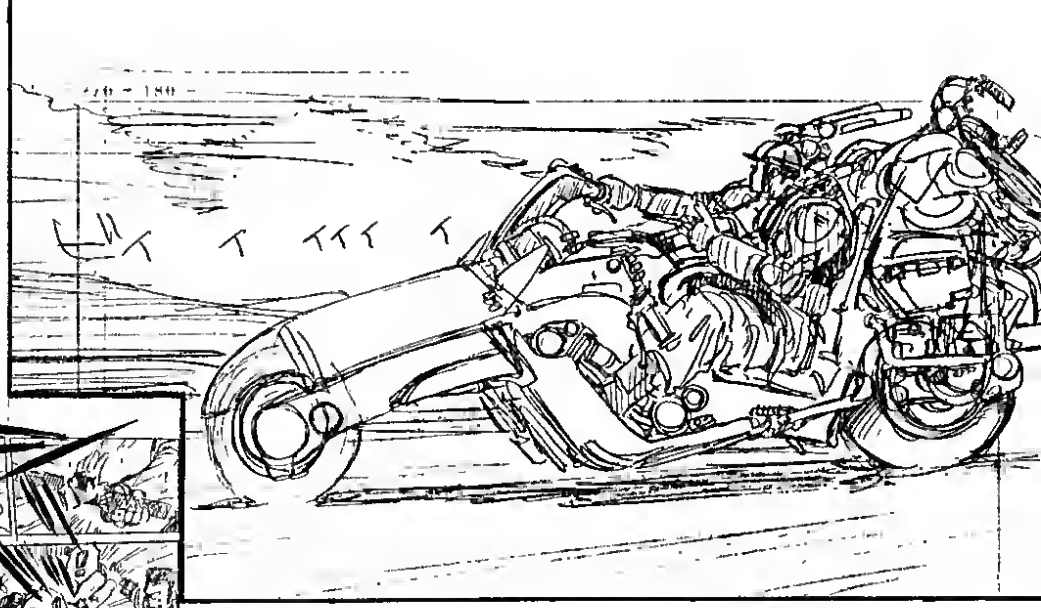
Briareos has two eyes!

Rough sketch from Volume 2

Rough sketch for Volume 2 frontispiece

Rough sketch for Volume 1 cover

Rough sketch for Volume 1 cover

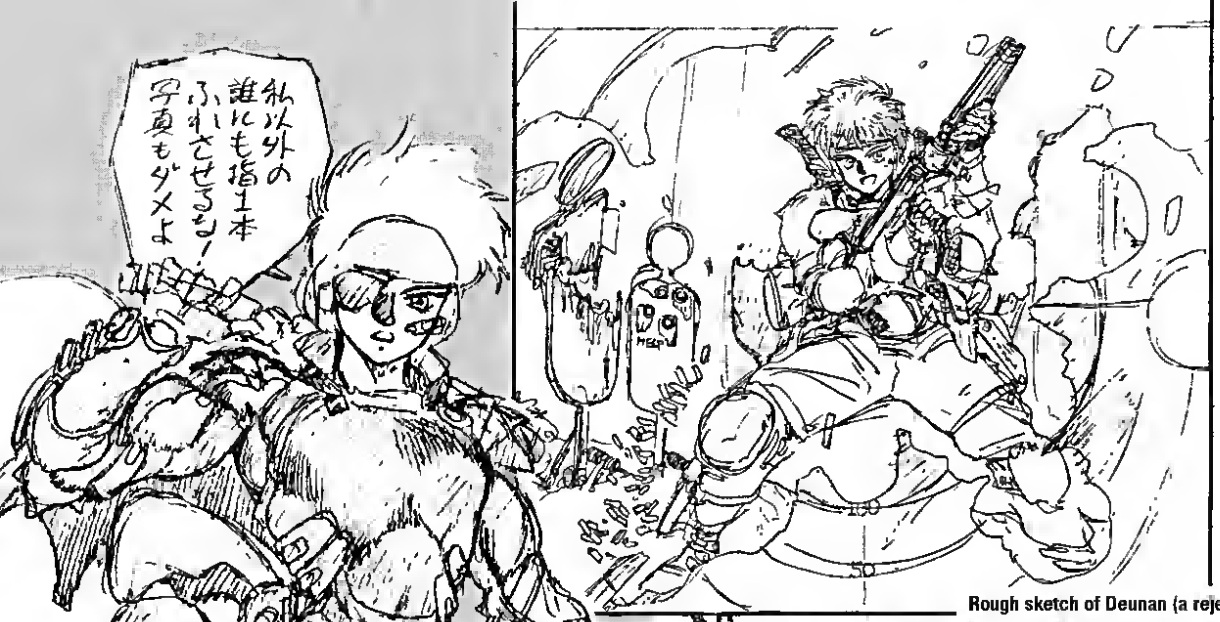


Rough sketches from Volume 3

Only one rear tire!

An alternate Appendix

Rough sketch from Volumn 3



Rough sketch of Deunan (a reject)

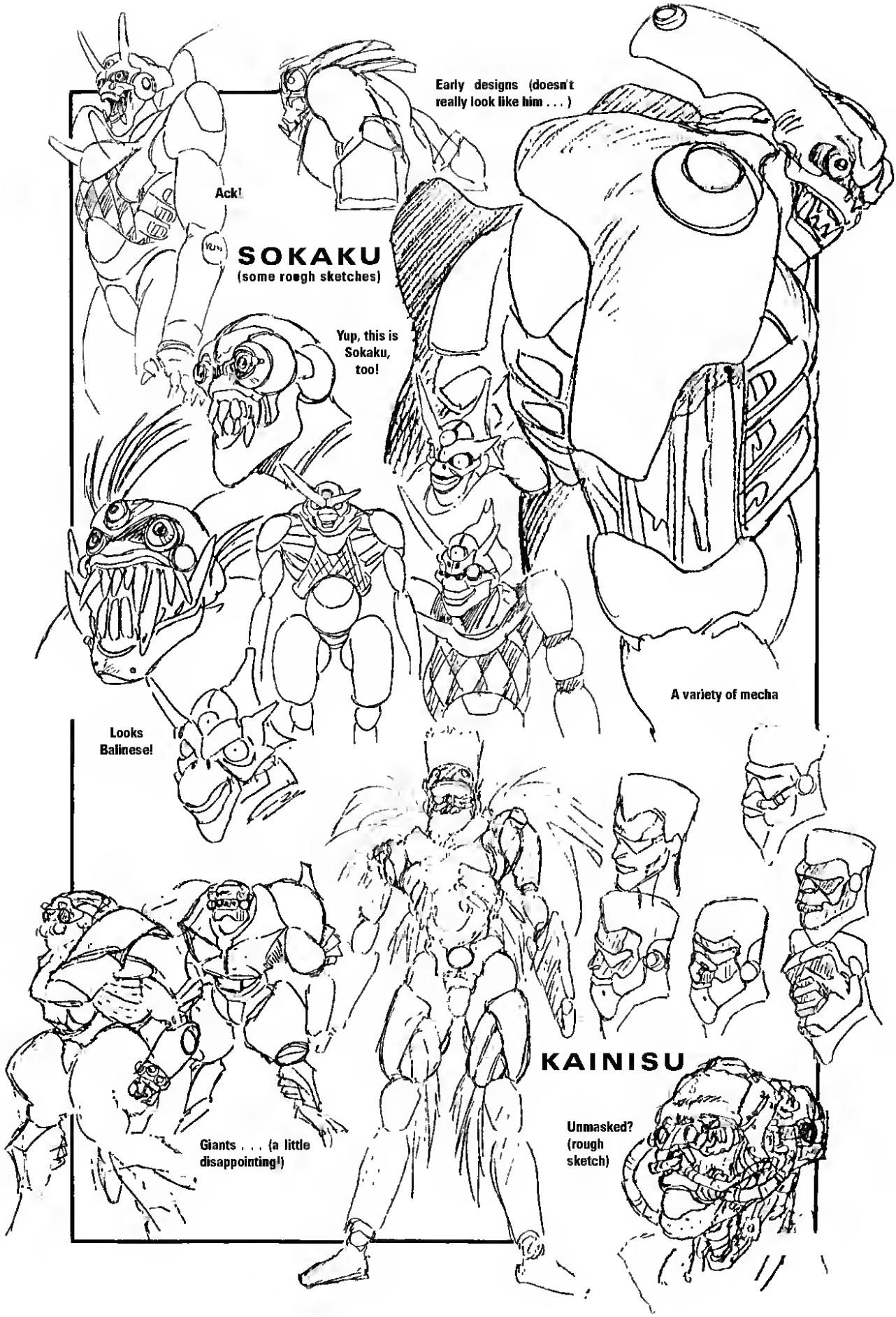
Deunan's been shot!

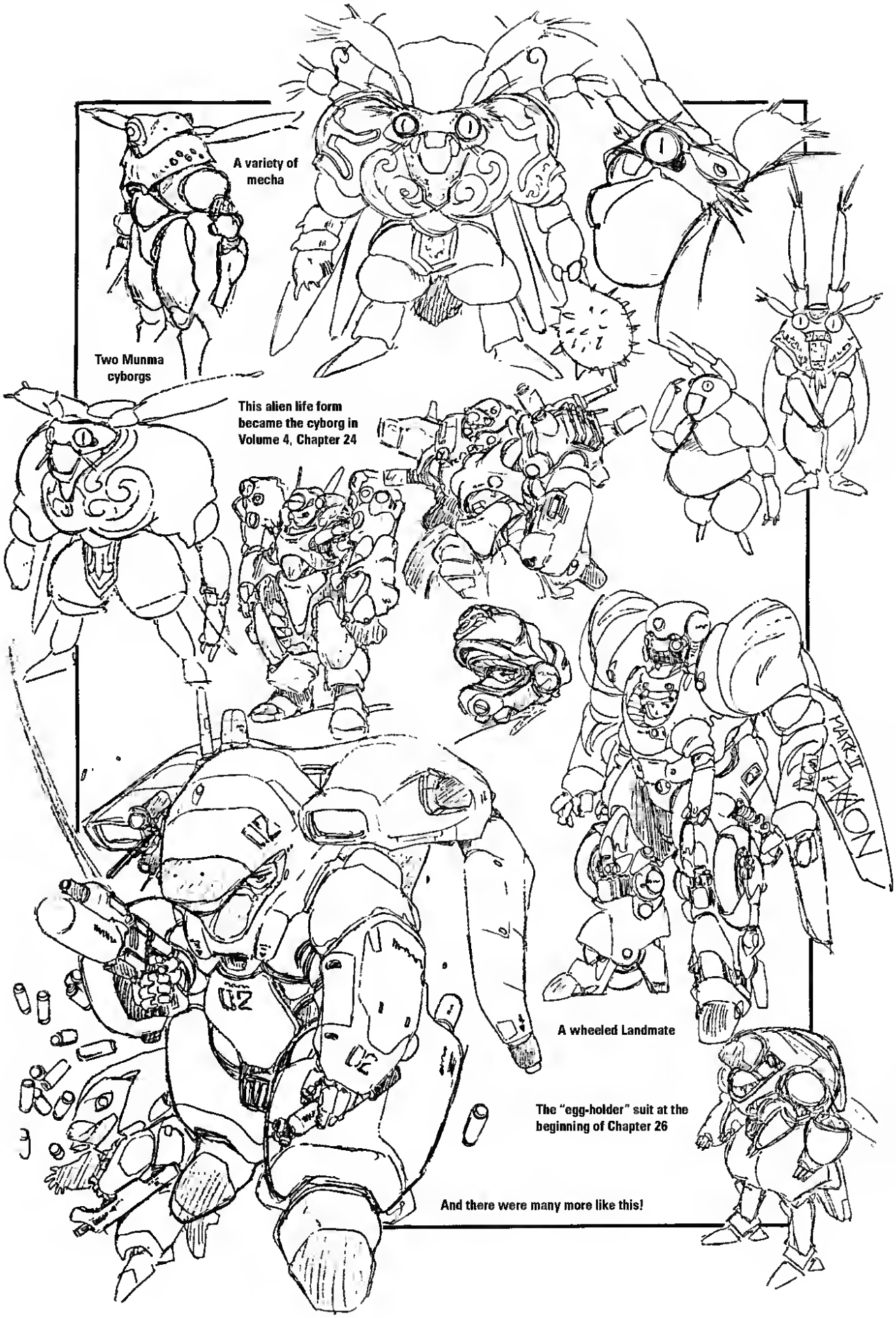
Rough sketches from Volume 4

Rough sketch from Volume 4

APPLESEED
薄給で
コキ使うから
足りないのは
訓練か調査か
忠誠心か？
御大、小物を使う
気持ちは分るが
今回みたいな軽い
敵ばかりとは
限らん
体重と馬力がない分
もっと深くに
突っ込みを入れて
小回りとスピードで
勝負をつける訓練しろ
CUT THE GORDIAN KNOT
A variety of faces
①
②
③
④
Designs for Morton
This is the prototype design for Batou in Ghost in the Shell.
Rough sketch of a terrorist group (rejected)
These two became the Mossad man and the major.

Faces
Hitomi looks like this under her coat! (Volume 4, Chapter 21)


Early designs (doesn't really look like him . . .)
Ack!
SOKAKU
(some roogh sketches)
Yup, this is Sokaku, too!
A variety of mecha
Looks Balinese!
KAINISU
Giants . . . (a little disappointing!)
Unmasked? (rough sketch)


A variety of mecha
Two Munma cyborgs
This alien life form became the cyborg in Volume 4, Chapter 24
MARK II
A wheeled Landmate
The "egg-holder" suit at the beginning of Chapter 26
And there were many more like this!

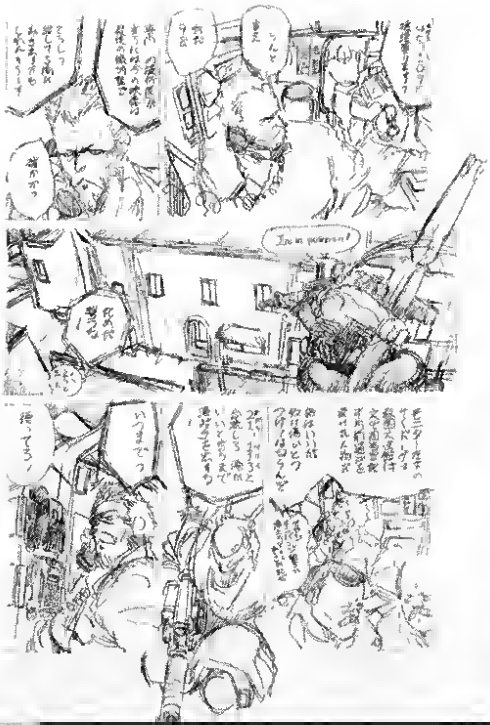
Volume 4, page 83

APPLESEED VOLUME 4
ROUGH SKETCH COLLECTION

Caution: Dissimilarities may exist between these and the final *Appleseed*!!

Volume 4, page 84

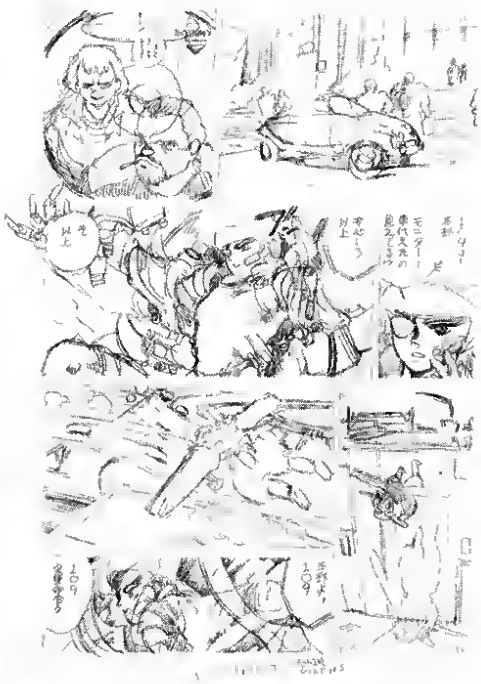
Volume 4, page 82



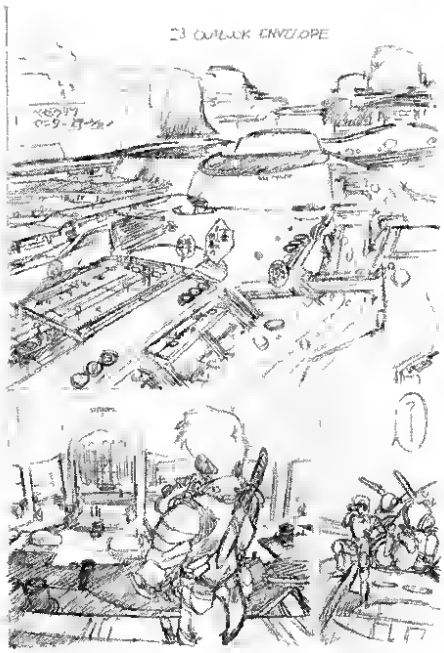
Volume 4, page 85

Some sketches for *Appleseed* Volume 4—drawn in pencil, even—exist to this day! You'll notice, when comparing the roughs and the final, completed piece that there are many small changes made to the details.

Volume 4, page 93



Volume 4, page 92



Volume 4, page 100

Here's *Appleseed* Volume 4, pages 100, 190, and 191. Note the very subtle differences in both the panels and balloons between the original rough sketches and the final work. We don't have enough room to list everything, so please check pages 82, 84, 92, 93, 190, and 191 of Volume 4 (Whoops!).

Volume 4, page 191

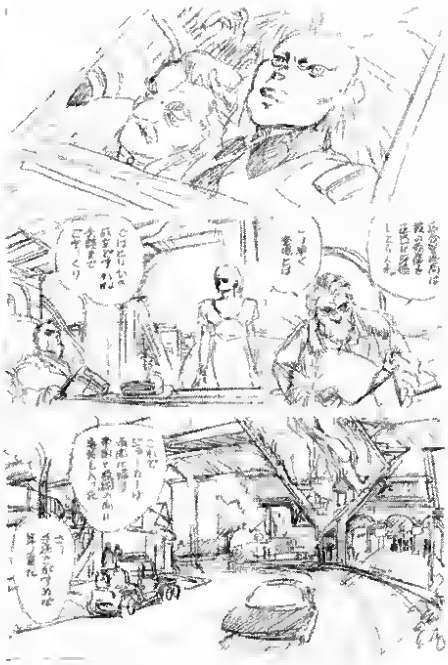
Volume 4, page 190

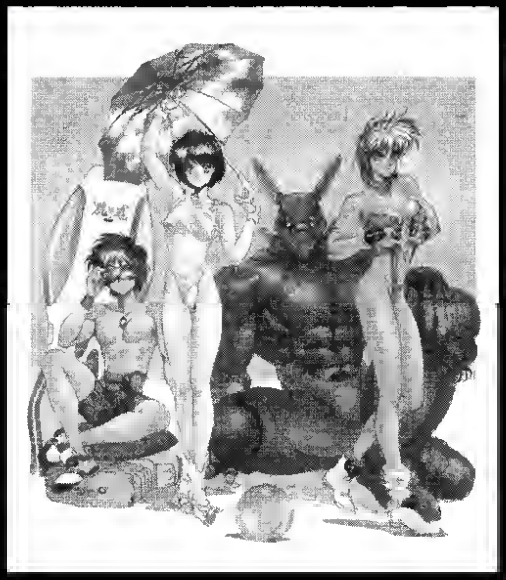
Volume 4, page 101

APPLESEED VOLUME 4

If you look carefully, you'll notice that pages 102, 104, and 105 were actually split from the page they had been planned for in the rough draft. The backgrounds in the final pieces were changed dramatically from the drafts, and you'll notice that in the final piece there is an extreme amount of attention to detail.

Volume 4, page 103





TITLE PAGE ILLUSTRATION DRAFTS

On the right, you'll see the rough sketch for the title page spread. Below is only the draft, which was never finished, but I did decide to use Yoshitsune (on the left of the illustration) on what would become the final draft.

士郎正宗 ILLUSTRATION AND DATA APPLESEED ID™

A collection of sketches, studies, and schematics, *Appleseed ID* is a must-have companion for fans of the cyberpunk saga *Appleseed* and its legendary creator, Shirow Masamune, the manga mastermind behind such classics as *Appleseed, Dominion,* and *Ghost in the Shell.* Take a guided tour of one of Shirow's most beloved worlds, exploring the people, places, organizations, and, of course, technology that make the universe of *Appleseed* one of science fiction's most popular destinations. Check in to a fascinating, in-depth examination of Shirow's creations and creative process, then browse the beautiful color illustration galleries. Last, but certainly not least, follow Deunan and Briareos on a high-stakes adventure with the *Appleseed* short story "Called Game."

This collection is translated into English but oriented in right-to-left reading format, as originally published.

DARK HORSE MANGA®

DarkHorse.com